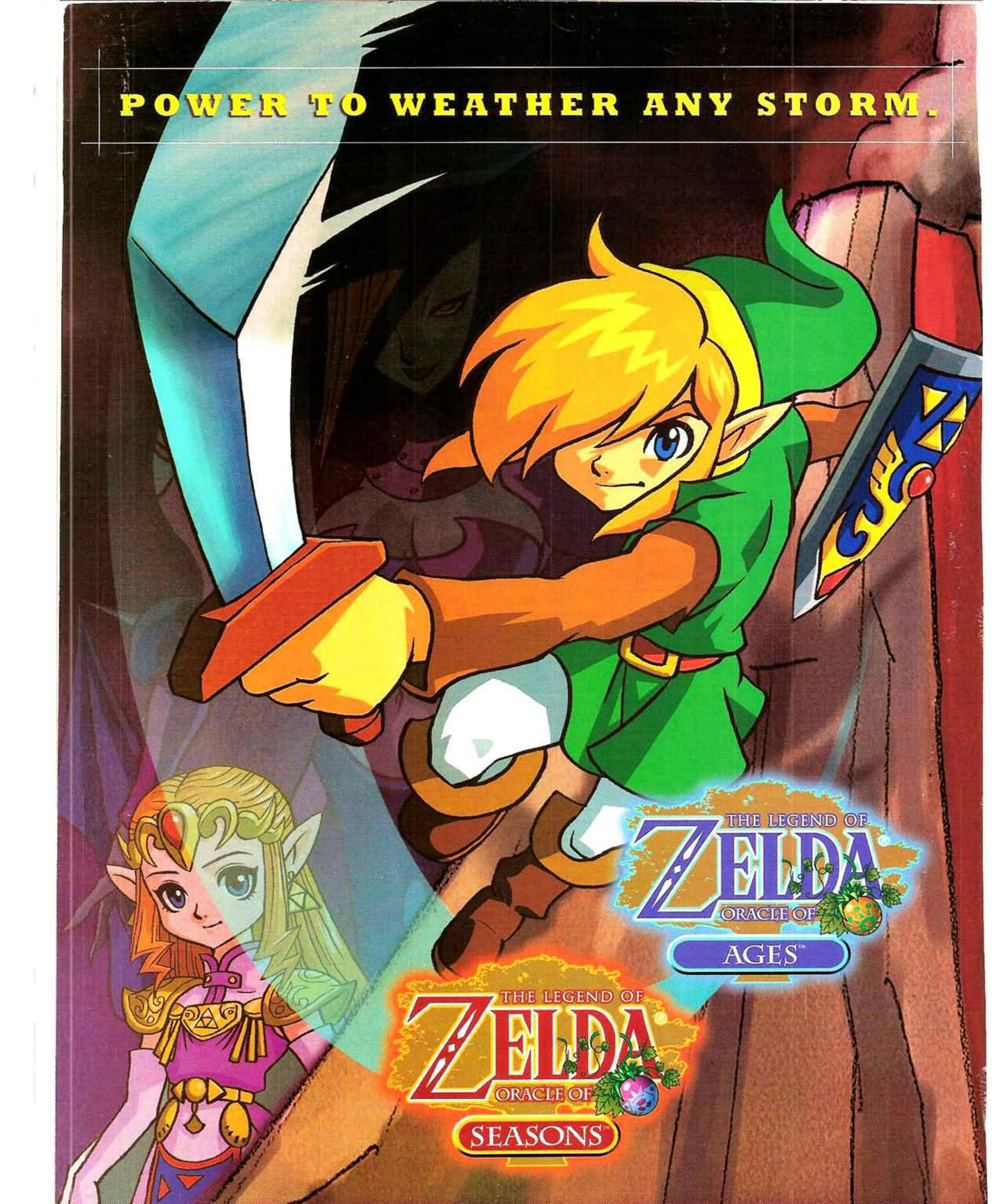
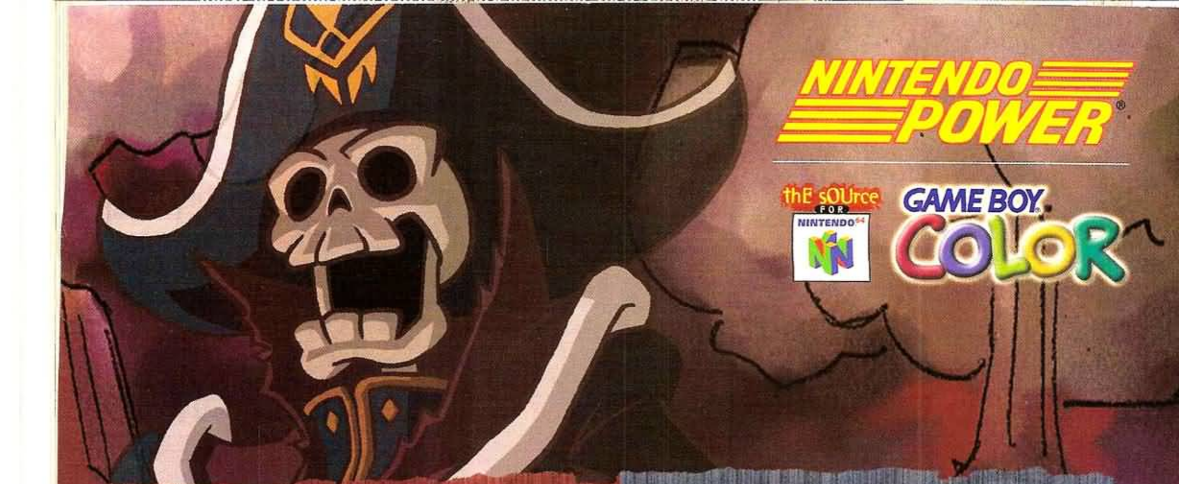

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SUPER MARIO ADVANCE

Combined Classics 24

Super Mario Advance for Game Boy Advance combines an updated Super Mario Bros. 2 with the original Mario Bros. to make one fun-packed Game Pak. Our strategy review of the combo title introduces all of the characters and moves, and provides tactics for taking on every one of Mario's adversaries. You'll also find a ton of multiplayer tips that are sure to give you the upper hand in a game-linked match.



E3 Exclusive 36



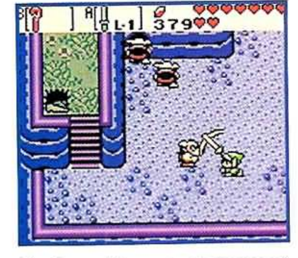
First comes Game Boy Advance, then Nintendo GameCube! A new generation of Nintendo fun is about to begin with the emphasis, as always, on quality and playability. Our exclusive look at the Nintendo GameCube titles that were the talk of E3 includes Luigi's Mansion, StarFox Adventures: Dinosaur Planet, Super Smash Bros. and more.

Hawk's Highlights 50



Destined to be one of the first big hits for Game Boy Advance, Tony Hawk's Pro Skater 2 has all the right moves. Join us as we flip, grab and grind through a preview of the game's features and highlights. On the pullout article's flipside, you'll find a poster that shows the Hawk himself as he pulls off one of his signature high-flying moves.

Ages Pages 68



The 15-page follow-up to our coverage of The Legend of Zelda: Oracle of Seasons and Oracle of Ages shines the spotlight on Oracle of Ages with a walk-through that will take you past the game's halfway point. The Oracle of Seasons strategies center on the Lost Woods.

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PLAYER'S PULSE

Mr. Kenneth Lau's letter in Volume 143 has started a battle royale in the pages of Player's Pulse, as graphics-loving gamers square off against players who prefer Paks with a liberal dose of plot, sound, multiplayer value and/or challenge. There's one thing that Nintendo lovers everywhere should be able to agree on—with a debate this fierce, there are no easy answers!



Graphics are NOT everything. A game can look extremely cool and have absolutely nothing going for it in any other area. Some people look only for graphics and miss the other 99% of the game. I think plot and play control are the most important. RPGs wouldn't exist if plot wasn't important, and if a game is hard to control, it's no fun at all.

Kate Horton
West Fargo, ND

What is Kenneth Lau talking about? Graphics aren't important, game play is! If a game isn't fun or doesn't have good control, then I'm not going to play it. If he keeps thinking that way, he's going to miss out on some really great games.

Phillip Minnich
Via the Internet

The thing that matters most is play control. You can have the best graphics in the world, but without play control you can't play the game. Designers should focus on play control and replay value before adding all the fancy bells and whistles.

José Renteria Jr.
Panama City, FL

Are good graphics really just bells and whistles? Some readers would disagree . . .

What's the point of playing if you can't even find the head of your opponent, or the people all look like robots? Without great graphics, a game is just a waste of money.

Michele Herrera
Boca Raton, FL

I agree with Kenneth 100%. I think it's important for a game to have characters that you can form a connection with. And that's hard when they all have flat faces and blocklike bodies.

Emily Frank
Omro, WI

And the battle rages on . . .



Graphics aren't the most important detail in a game. For example, characters in GoldenEye are mostly blocks with flattened faces, yet it's one of the best games ever.

Matt Klein
Sublette, IL

GoldenEye is one of the best-selling N64 games of all time and continues to do well three years after its release, block-faces and all.

Hey NP KREW, it's graphics or nothing! I agree with Kenneth—Aidyn Chronicles has terrible graphics and probably isn't a very good game because of it.

Anonymous
Via the Internet

Probably? You wouldn't be passing judgment on a game you haven't even played, would you?

I beg to differ with Kenneth Lau on Aidyn Chronicles. It's a one-of-a-kind game, an RPG without the cute charms of Pokémon or Paper Mario. You may pass up Aidyn for its graphics, but you'll miss out on one of the most engrossing RPGs of all time.

Bluesette3
Via the Internet



Just because a game lacks amazing graphics doesn't mean it isn't good. Look at Starcraft 64. The graphics aren't what you would consider great, but it is a really good and challenging game.

LETTER OF THE MONTH

I'm not saying graphics aren't important, but when I looked at Volume 143's list of memorable games, I saw titles like Lufia II, Earthbound, Chrono Trigger and Super Metroid. Could any of those games' visuals compare with the graphics of today? Probably not, but gamers still hold them near and dear to their hearts. I think that says a lot about the importance of graphics when compared to the game as a whole.

Shawn McCarty
Via the Internet

Excellent point, Shawn. It makes you appreciate the genius of a game like Ocarina of Time, where graphics, plot, play control and sound are all combined into one beautiful package.



I got it a month after it was released, and I still haven't finished it. It offers a serious challenge, and that's what I look for in a game.

Jared Domangue
Via the Internet

The most crucial part of a game is the multiplayer value. Games are more fun if you have a person or two playing with or against you, even if the single-player mode stinks.

Kelvin Lam
Tucson, AZ



Some of our favorite multiplayer romps include Perfect Dark, The World Is Not Enough and, of course, Super Smash Bros.

Yes, it's important to have good graphics, but it's even more vital to have a good story. I mean, who cares about a game with awesome graphics if the main character is a pear that you have to get to the top of a staircase? I wouldn't.

Jimmy Haight
Via Snail Mail

Hey, we were really looking forward to Pear Stair 64.

My favorite games are ones that allow for creativity. I love to design and name things. I dream of a football game where I can create my own league, uniforms, teams, players and plays. As for graphics, I really don't care. One of the problems with many recent games is that all other game features have been sacrificed in the name of graphics. It's like taking modeling clay away from a kid and giving him a shiny toy that does nothing but squawk when you push a button.

LB
Via the Internet

Hey, we were really enjoying our new Shiny Squawker 4000. Seriously though, if it's design options you want, check out Madden 2001, which allows you to customize players, plays, teams, leagues, drafts and coaches. You even get to negotiate salaries with free agents in the off-season!

Kenneth Lau is right, graphics are important. I don't like a game unless it's got good graphics. I mean, what's the point of looking at a game that is hard to see?

Anonymous
Via the Internet

The most critical part of a game is the music, by far. The right tunes can set the mood for an entire scene. I could never play a game with the volume turned down. If music isn't important, why are there soundtracks for games?

John Morris
Via the Internet



That's right! Get some friends together and kick out the DK Jams! Or just play Donkey Kong 64 and groove to the hypnotic jungle rhythms.

I almost feel offended by Kenneth's view on video games. All that matters is game play! A game could have the worst graphics in the world and still be the best game. I love Harvest Moon 64, but you have to live with weird graphics and spelling glitches like "Wellcome home, Dear." Despite that, I find myself playing the game during much of my free time!

Anonymous
Via the Internet



We here at NP have a number of Harvest Moon 64 fanatics, bad grammer and all. Besides, you have to love a game in which the publisher actually misspells its own name on the title screen.

Graphics are nice, but the most important thing is the hero—he HAS to be cute! Link is by far the cutest of all.

Nikki
Via the Internet

Without good graphics, you might as well just read a book.

Einstein89
Via the Internet

The graphics debate rages on, and there's no way we'll settle it in one sitting. Thanks to all the gamers who rang in with their impassioned, heartfelt views.

LIGHT MY WAY

Has anyone noticed the power light on the new GBA? It's

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changed from the usual red to green. Does the new color serve a purpose?

Tyson
Via the Internet

You bet your LCD it does! The new Game Boy Advance light shines a bright green when you put a fresh set of batteries in it, and turns red when their life is growing short. Best of all, as the batteries lose power, the red light grows dim—so you'll always know when it's time to save your game!

EMULATORS REVISITED

I read about emulators in Volume 143 of NP, and I thought I could give a more detailed explanation. Having a ROM of a game you already own is not illegal, as it is intended to be a backup copy only. However, if you download a ROM that you don't own, you must delete it within 24 hours. Also, it's legal to copy a game if it's no longer available in stores, because then it's in the public domain. I hope I've cleared some things up.

Anonymous
Via the Internet

We received a number of letters on this subject, so we'll take a moment to explain our position in detail. Having an emulated ROM of a game, whether you own it or not, is illegal. The 24-hour window is a common Internet rumor, but it's not true. The backup-copy theory, commonly used with computer software, does not apply to game data contained inside ROM semiconductor chips. You couldn't make a "backup" copy of the new Pokémon movie or photocopy every single page of the latest Harry Potter book, and the same logic applies to games. It's also against the law to download a ROM even if it's no longer widely available. Public domain refers to a work that has been around so long that it's free for everyone to use—like a Bach composition or a Shakespeare play. But product copyrights are good for 75 years after they're filed, which means it will be well past 2050 before any Nintendo games enter the public domain.

THE RIGHT TO BEAR NO ARMS

I noticed while playing Paper Mario that Goompa is using a hammer to fix the veranda, yet he has no arms or hands whatsoever. How is this possible?

Marco Daniels
Vineyard Haven, MA

It's just one of those unsolved Nintendo mysteries. Other enigmas include how Rayman keeps his hands from floating away, why Donkey Kong wears a tie but not pants and how you can fly off a 1,000-foot cliff in Beetle Adventure Racing and reappear on the track a moment later without a scratch.



AN ADVANCE PEEK

All the talk about Game Boy Advance is making me anxious to get one. I've seen shots of the unit itself and the Link Cable, but I'm wondering what the actual cartridges look like. I'd really appreciate it if you showed me. Thanks!

Ross Bradfield
Bellville, TX

We'd be happy to, Ross. Check it out below:



It's amazing that so much game is crammed into such a little package. The Game Paks are a mere 2.25 inches wide!

BATTERY BACKING BLUES

I've been a loyal customer of Nintendo since the beginning, and I have a problem with my GBC—the battery cover on the back is broken. Also, I have brothers and friends who have had their covers broken or lost. I think

POWER CHART

Last month we gave you the lowdown on our cover's most popular subjects. This month we'll turn the tables, giving you the surprising list—in no particular order—of 12 games and characters who slipped through the cracks and have yet to grace the front of NP.

THE UNCOVERED TWELVE

1. **Final Fantasy III**
2. **Kid Icarus**
3. **Bionic Commando**
4. **John Madden**
5. **Lufia**
6. **Ness**
7. **Duck Hunt**
8. **Dragon Warrior**
9. **Bulbasaur**
10. **Navi**
11. **Snake from Metal Gear**
12. **Ganon and Ganondorf**

Campbell
Snake;
rendezvous with
Sergeant Jenner.





YOU'RE A WINNER!





Last November, we offered one lucky winner a pair of Manco Fun Karts, and we're happy to report that Mr. Art Perez of Granada Hills, California, is pleased as punch with his new acquisition. Mr. Perez was kind enough to send a photo of the shiny ride, complete with his daughter, Jessica, in the driver's seat. Art reports that he's been a Nintendo fanatic since the days of the original Zelda, and he owns five different systems—including a Virtual Boy. Congratulations to Jessica, Art, his wife, Patty, and the rest of the Perez clan!

you should sell replacement covers for the GBC. That would be a lot better than making gamers use tape, cardboard and other stuff to keep the batteries from falling out.

D. Contreras
Via the Internet

Good news, D. Nintendo has a large supply of replacement GBC battery covers available in a variety of colors, and we sell them for the absurdly low price of one dollar, plus shipping and handling. Is that a deal or what? Check out the online store at nintendo.com ordering information. We also have replacement parts for every Nintendo system currently on the market.

SOLITAIRE, ANYONE?

What do bosses do while you're trying to get to them? I mean, what if you're a really bad gamer? Volvagia from Ocarina of Time's Fire Temple would probably fall asleep waiting for me to reach the Boss Room. And in Mario 64, it took me about two years to get enough stars to reach Bowser. He probably would have decomposed by the time I got to him. What's up with that? How do they pass the time?

Adrian Chapman
Los Angeles, CA



Funny letter, Adrian, but interesting as well. Check out Write Away, Right Away for more on the boss boredom brouhaha.

FIGHT THE POWER

Hey, people! Can a GBC overload from having too much power, or would it be able to take a couple of extra volts before short-circuiting? Please reply ASAP!

Anonymous
Via the Internet

We hope the ASAP isn't because you're hooking your Game Boy Color to a generator! But to answer the question, any electrical device, from a Game Boy to a toaster, will overload if provided with too much power—but that would probably occur only if you have a sudden, massive power surge like a lightning strike. As long as you use a licensed AC Adapter and the electrical wiring in your house is in good shape, you shouldn't ever encounter the problem.

ASK THE ORACLE

My friend lives in Japan and says he found a secret shop in The Legend of Zelda: Oracle of Seasons, that will only open if you play Oracle of Seasons on a GBA. If this is true, I know it'll be edited out, because Americans never get any of the special things in Japanese games!

Anonymous
Via the Internet

Hold your horses! Most games that come from Japan are faithful translations, and Oracle of Seasons is no exception. There is a special GBA room in both versions of the game. But what can you purchase in the shop? And where can you find it? Alas, we'll have to cover that another time.



PROJECT M?

How did the first human test of Project M go? I want to know, because it sounded cool!

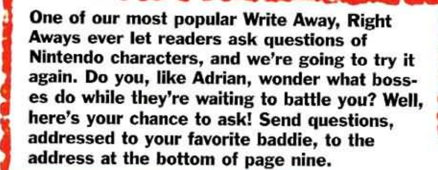
Andrew Lanari
Via the Internet

How can we put it gently? The test subject, Dr. Dru Wiliamskini, has a new nickname: "Steaming Puddle of Goo." Better luck next year!

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WRITE AWAY, RIGHT AWAY



One of our most popular Write Away, Right Aways ever let readers ask questions of Nintendo characters, and we're going to try it again. Do you, like Adrian, wonder what bosses do while they're waiting to battle you? Well, here's your chance to ask! Send questions, addressed to your favorite baddie, to the address at the bottom of page nine.

ARTIST'S GALLERY

We received a massive flood of Earthbound art, and it's not even a theme month! But we're always willing to honor one of the greatest games of all time, so you can enjoy Ness and crew throughout both the Artist's Gallery and our envelope border. Don't forget to send in artwork from your favorite Super NES game—we'll showcase the best in our July issue.



Michael Freund • Nash, Texas

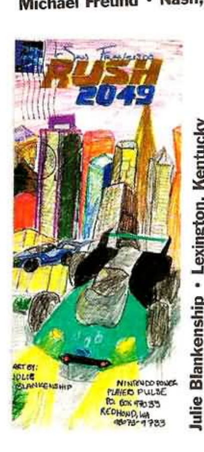


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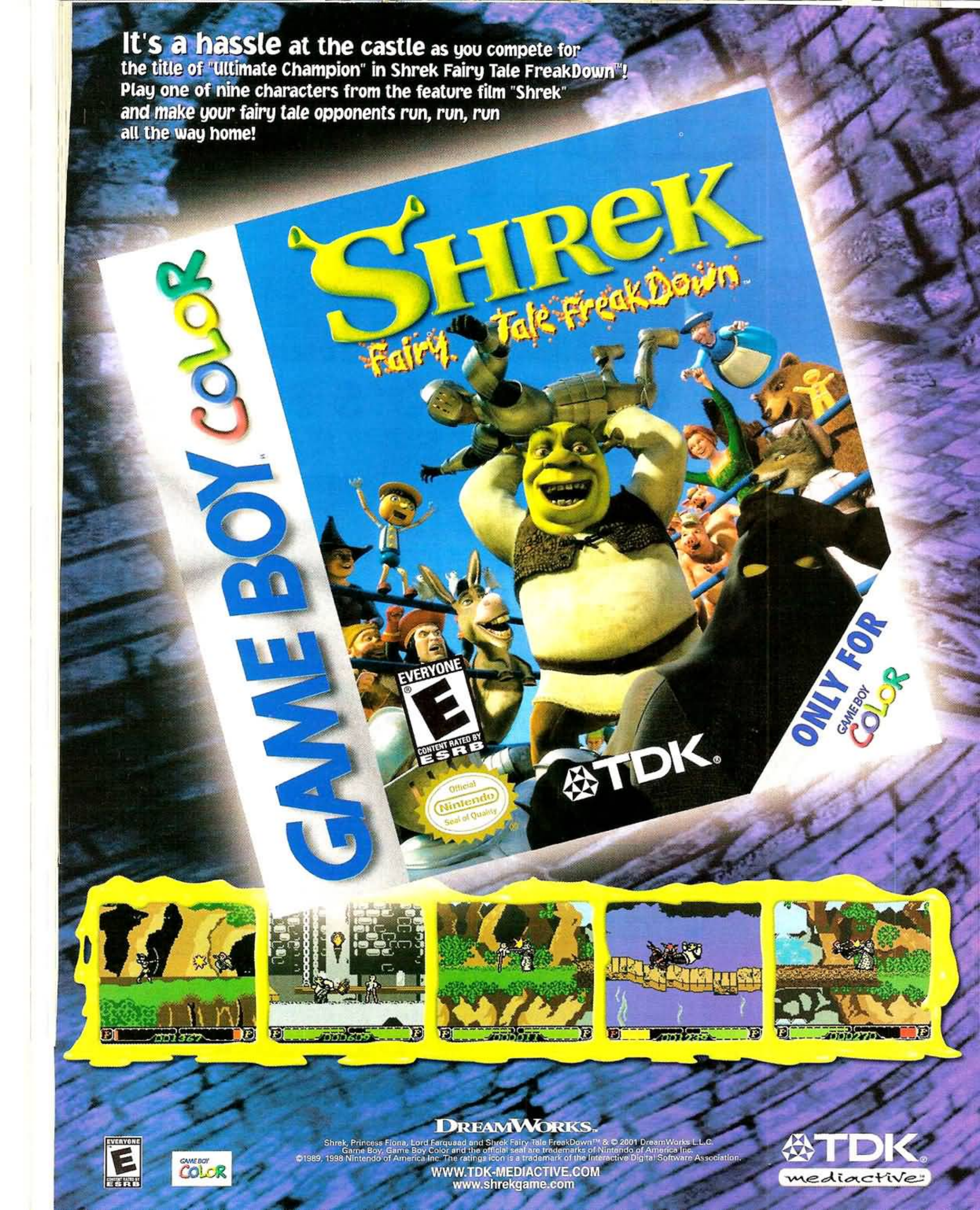
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DIDDY KONG PILOT

THIS MONTH

Wario Land for GBA



Sabrewulf



Tony Hawk's Pro Skater 2 (N64)



GT Advance Championship Racing



Also this month:
Army Men Advance
Star Wars: Jedi Power Battles
Men In Black
Dark Arena
High Heat Major League Baseball 2002

NINTENDO'S FURTHER ADVANCES

Mario Kart Advance, Advance Wars and Wario Land for Game Boy Advance were three GBA titles that appeared at E3, promising advanced fun down the road for gamers. All three games are designed to take advantage of GBA's considerable processing and graphics power, and Mario Kart Advance and Advance Wars are great multiplayer games, too.

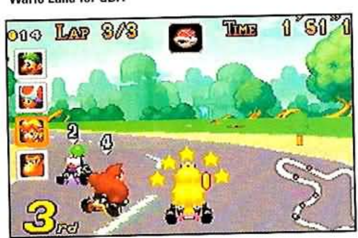
In Wario Land for GBA, Mario's nemesis catches wind of riches hidden in a golden pyramid somewhere in the jungle. Our angry hero soon finds himself caught in the puzzles of four large areas, from which he must escape before he can reach the glittering finale. As in previous Wario adventures, the anti-hero must transform into various caricatures of himself to pass through particular areas.

Mario Kart Advance is a wild ride for up to four players even if you have just one Game Pak. It features new courses, lots of challenges, awesome graphics and all your favorite characters, such as Mario, DK, Peach, Yoshi, Luigi and Toad.

As for Advance Wars, the GBA game is based on a popular war strategy title in Japan. The game controls are easy enough for a newbie to understand right away and have enough depth for GBA generals to explore for months. The Strategy Room Mode walks beginners through the basics of AW operations. In the new Campaign Mode, players command their forces while a story sequence evolves. Since elements move around on the map every time you start over, the Campaign Mode has great replay value. All three games should arrive later this year.



Wario Land for GBA



Mario Kart Advance



Advance Wars

RARE ADVANCES REVEALED AT LAST

This year at E3, Rare lifted the veil on its first Game Boy Advance projects, and you could practically hear the rejoicing as gamers perused the lineup, which includes DK Coconut Crackers, Diddy Kong Pilot, Sabrewulf and Banjo-Kazooie: Grunty's Revenge. (We hope to have B-K pics soon.) It's an impressive foursome for the growing library of standout games for the new handheld system.

DK GOES CRACKERS

Puzzle fans are sure to go ape when they see Rare's mindbender for Game Boy Advance. In DK Coconut Crackers, players try to place pieces on a square, flat field. At the same time, a Kremling patrols the outer edge of the field and reduces it in size, making it more difficult to arrange the falling pieces. Other DK characters appear, too, adding to the action puzzle antics in single- and multiple-player modes. Two to four players can monkey around in DK Coconut Crackers or one player can challenge the game alone. In either case, it's a barrel of fun.

















DIDDY ON THE WING

Diddy Kong Pilot takes to the air with players using either the Control Pad or the Tilt Motion Sensor control system, which makes for super realistic action. The Tilt Motion Sensor is based on the same technology that lets you roll Kirby in Kirby Tilt 'N Tumble for Game Boy Color. Flying in Story, Battle, Dogfight, Clock Race and Tournament Modes, Diddy and his pals have a world of challenges waiting for them. Consider this—ten background environments, 24 race tracks and 36 Dogfight and Battle levels. And up to four players can join in on the Battles, Dogfights and Tournaments. Pilots can hold two types of weapons and power-ups at a time, they can perform loops, rolls and other maneuvers and use items to gain an advantage. DKP will have extra characters, stories, circuits and other features that players can unlock. It's a truly elevated game for GBA.

SABREWULF

Rare has brought back one of its first characters, Sabrewulf, who originally appeared as a combatant in Killer Instinct. In the Game Boy Advance game named after the powerful werewolf, you play the role of a treasure hunter. The game is split into two types of game play worlds. In the isometric view adventure areas, you search for useful items. In the side-scrolling action areas, you place traps strategically. The traps are there for Sabrewulf. When you reach Sabrewulf's house, you steal a treasure and run, hoping that your booby traps will buy you enough time to escape from the enraged beast. Rare plans on making some incredible multiplayer modes, as well.

BANJO–KAZOOIE: GRUNTY'S REVENGE

Rare's bear and bird combo debuts on GBA with a new adventure called Banjo-Kazooie: Grunty's Revenge. The game will feature vast worlds that fit in your pocket. You'll find colorful enemies, plenty of puzzles and, of course, a warty witch who has it in for the fur and feather friends. Many of the familiar moves are included, such as the Beak Buster and Wonderwing. And the puzzles are as challenging and clever as always. If you can pull yourself away from the main adventure, you can even challenge three friends in some minigame madness. Once again, Rare lives up to its reputation.





FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

GRINDING ON THE N64

Tony Hawk's Pro Skater 2 for the N64 won't be out until late August, but Game Watch has the game plugged in right now. The best franchise on four wheels has taken a major step up from the great action of the original Tony Hawk for the N64. You would expect new moves, challenges and skate parks, but you might not expect the new perspective, which moves the camera closer to the skater, and that makes for a much faster, wilder ride. Activision has loaded the game with a baker's dozen of the finest skateboard athletes in the world, starting with namesake Tony Hawk. Each boarder is ranked in 10 attribute categories so you can pick whichever one will get you sick scores. You'll find Free Skate and Career Modes, editors for creating skaters and skate parks, a cheat menu, the skate shop, a great soundtrack and a two-player mode. The goals will be familiar to anyone who has played a Tony Hawk game. You need to collect items and score points to open new parks and earn money. It just keeps getting better.









GT GETS THE GREEN LIGHT

GT Advance Championship Racing comes to THQ from Japan, and it's one of the hottest launch titles for GBA in North America. The first thing that will be apparent is the quality of the graphics. MTO, the game's development studio, created the look of 3-D environments and cars for GT Advance. The game also has a far more realistic play control scheme than previous handheld racers. You can squeal around turns, drive off the road and cut corners to get in front of your opponents. There are Championship, Quick Race, Time Attack and Multiplayer Modes, not to mention several locked options. You begin with eight rally-type cars, although the races are run on road tracks similar to F-1 courses. Drivers can change car colors and tune up their racers in nine areas, including engine, suspension and aerodynamics. In many ways, GT Advance is the first complete racer for GBA.







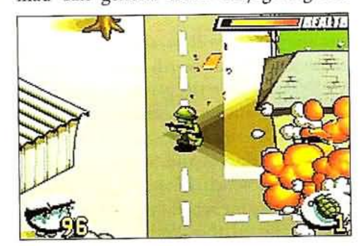






THE TAN ADVANCE

General Plastro doesn't know when to quit, that much is obvious. Once again, Sarge and company have to stop the mad Tan general from subjugating the plastic and real worlds. Unfortunately, most of Sarge's squad has been captured, so it's up to either Sarge or Vikki to do the grunt work in 3DO's first action adventure for Game Boy Advance. The game is divided into 17 missions, some in the plastic world and some in the human world. In some areas, Sarge or Vikki can drive tanks or boats. The list of enemies includes Tannies, of course, and beetles, robots, wasps and aliens. You'll pack quite a punch with the five available weapons, and the sound effects are startlingly realistic. Wounded Tannies will groan as they crumple to the ground. But the graphics are cartoonish with large characters. Army Men Advance should reach the frontline at the launch of the system on June 11th.













AN EXPLOSIVE MIX OF FUN

Hudson Soft and Activision have teamed up to present the latest Bomberman adventure, Bomberman Tournament, for the latest game system, Game Boy Advance. This month's gallery features both Quest and Battle Mode screen shots. The Quest Mode is a story-based adventure in which Bomberman must help people, blow up enemies and solve puzzles by using explosives and items. The multiplayer Battle Mode is the traditional hide-and-seek game made popular in previous Bomberman titles. One to four players can battle for supremacy, and there's a Single-Pak Mode for play with just one Game Pak. If you like adventuring and multiplayer gaming, Bomberman is your Pak.













BOMBS AWAY...!

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

ADVANCED JEDI SIGHTING

THQ and LucasArts Entertainment LLC have announced a major addition to the growing GBA library. ***Star Wars:* Jedi Power Battles** is in development at HotGen Studios and is scheduled to be released this fall. The game takes players into the world of *Star Wars:* Episode 1 as Obi-Wan Kenobi, Qui-Gon or Mace Windu—all powerful Jedi Knights. In 10 three-quarter view action levels, you'll use your Jedi powers as you fight battle droids, destroyer droids, assassins and other members of the Trade Federation,



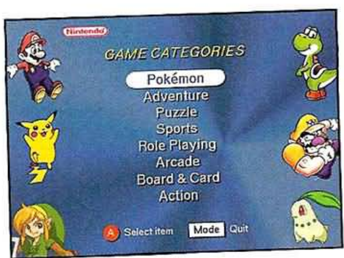


Star Wars: Jedi Power Battles

who are foolishly prone to using violence against the Jedi Knights. As players progress on their quest, they'll gain new powers, moves and capabilities. There's even going to be a two-Jedi mode so you can face down a Game-Linked knight to see who can tap more deeply into The Force.

GAME BOY TAKES OFF

Super NES Gateway system games have been airborne for years on many of the world's most respected airlines, such as Virgin Atlantic, Singapore Airlines and Air Canada. Now, Nintendo, Matsushita Avionics and Singapore Airlines have



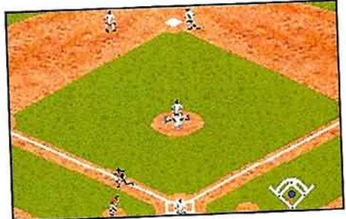
Game Boy Gateway System

announced a pioneering agreement to bring Game Boy titles to air travelers. The first plane equipped with the new system took off on March 10th, and the airline hopes to have 2,000 seats equipped soon. Passengers can play **Pokémon**, **Zelda** and **Mario** games on the fly, and soon the service will be available on British Midland International and SAS flights.

MAJOR LEAGUE HEAT FROM 3DO

High Heat Major League Baseball 2002 was scheduled to throw out its first pitch along with the launch of GBA, but there's been a slight rain delay, which should last for about a month. Even so, the award-





High Heat Major League Baseball 2002

winning series will be the first baseball game for GBA in North America. All 30 MLB teams are in the game, with updated rosters for the 2001 season. There's a Homerun Derby, Batting Practice Mode, Exhibition Games and Season and Play-off Modes, which allow you to play an entire 162-game schedule or just the final stretch run to the World Series. When you're on the mound, you'll face hitters with an arsenal of nine pitches, and if defense has got you on the run, you can choose the Auto-Fielding option to make things easier.

A NEW ARENA

Majesco may soon be known for its original games, such as **Iridion 3-D** and **Fortress** for Game Boy Advance. And this fall, Majesco has an even bigger treat planned.



Dark Arena

Dark Arena is a first-person shooter along the lines of **Doom** or **GoldenEye 007**. The action takes place in the year 2146 in the elite training camp of the United Arms Organization. Genetically engineered super soldiers, bred as fodder for agents in training, have turned out to be a little too good. They've destroyed every human in the camp... except you, of course. The game consists of 20 intense levels that require you to stay alive anyway you can. The development team at Graphic State Limited is using texture mapped, 3-D environments and characters and prerendered cut scenes. Multiplayer matches are also part of the mix. It's a huge, ambitious project, but Majesco could become a household name if it succeeds.

GAME WATCH FORECAST

THE MEN ARE BACK

Men In Black from Crave Entertainment is also headed to Game Boy Advance later this summer. Agents J and K (you can play as either one) are chasing down the alien scum who have come to earth. They'll use freezer guns, a grenade launcher and seven other unique weapons to bring the aliens to justice. Through eight levels of side-scrolling action, you'll encounter zero gravity, ice and wind tunnels and lots of aliens with really bad attitudes. The action takes you from New York to an alien ship in space, and two players can link up to play a multiplayer mode. If only they'd include the "clicky thing" in the game, you could wipe your memory clean after playing—talk about your replay value!



Men in Black

LARA CROFT LIVES BY THE SWORD

As Lara Croft and her friend, Jane, are admiring an old sword in the New York Museum of Antiquities, a thief suddenly storms onto the scene and steals the valuable cutlass before their very eyes. So begins the second adventure for Lara on Game Boy Color. Eidos's **Tomb Raider: Curse of the Sword** is a side-scrolling feast of eye-candy, platform action and puzzle-solving. As in the first Tomb Raider for GBC, Lara has a huge repertoire of moves, and she's going to need them if she hopes to get the sword back and solve the mystery of its dark history.



Tomb Raider: Curse of the Sword

Luigi's Mansion



Nintendo

Donkey Kong Racing



Nintendo

Star Wars: Rogue Leader: Rogue Squadron II



Lucas Arts

Golden Sun



Nintendo

Pokémon Crystal



Nintendo

Dragon Warrior III



Enix

NINTENDO GAMECUBE

1080° SNOWBOARDING 2
ANIMAL FOREST
BOMBERMAN
DONKEY KONG RACING
ETERNAL DARKNESS
KAMEO: ELEMENTS OF POWER
LUIGI'S MANSION
MADDEN FOOTBALL 2002
MARIO KART
METROID PRIME
MICKEY MOUSE FOR GCN
MONKEY BALL
NBA COURTSIDE 2002
NHL HITZ
NFL BLITZ
PIKMIN
RAVEN BLADE
RESIDENT EVIL ZERO
RUGRATS
STARFOX ADVENTURES-DINOSAUR PLANET
STAR WARS: ROGUE LEADER: ROGUE SQUADRON II
SUPER SMASH BROS. MELEE
VIRTUA STRIKER 3
WAVE RACE: BLUE STORM
ZELDA FOR GCN

GAME BOY ADVANCE

ADVANCE WARS
AERIAL ACES
ARMY MEN ADVANCE
BANJO-KAZOOIE: GRUNTY'S REVENGE
BIONICLE: TALES OF TOHUNGA
BOMBERMAN STORY*
BREATH OF FIRE
CAESARS PALACE
CASTLEVANIA: CIRCLE OF THE MOON*
CHUCHU ROCKET
DARK ARENA
DEXTER'S LABORATORY
DIDDY KONG PILOT
DK COCONUT CRACKERS
DOOM
DRIVEN
ECKS VS. SEVER
EUROSOCCER
F-18
FIEVEL: AN AMERICAN TAIL
FINAL FIGHT 1
FIRE EMBLEM*
THE FLINTSTONES
FORTRESS
GAME BOY MUSIC*
GOLDEN SUN*
GOLF MASTER*
GT ADVANCE CHAMPIONSHIP RACING
HIGH HEAT MLB BASEBALL 2002
JIMMY NEUTRON
KAO THE KANGAROO 2
LADY SIA
LAND BEFORE TIME
LEGO ISLAND II: THE BRICKSTER'S REVENGE
LEGO RACERS II
M&MS: LOST IN TIME
MARIO KART ADVANCE*
MAT HOFFMAN'S PRO BMX
MEGA MAN BATTLE NETWORK
MEN IN BLACK
METROID IV
MLB SLUGGERS
MOMOTARO FESTIVAL*
MONSTER BREEDER*
NFL BLITZ 2002
NHL HITZ
PAINTBALL
PLANET MONSTERS
POWERPUFF GIRLS
PREHISTORIK MAN
READY 2 RUMBLE BOXING: ROUND 2
ROCKET POWER
RUGRATS
SABREWULF
SCOOBY-DOO AND THE CYBER CHASE
SHAUN PALMER'S PRO SNOWBOARDER
SILENT HILL*
SPIDER-MAN: MYSERIO'S MENACE
SPONGEBOB SQUAREPANTS
SPORTS ILLUSTRATED 4K BASEBALL
SPORTS ILLUSTRATED 4K FOOTBALL
STAR COMMUNICATOR*
STAR WARS: JEDI POWER BATTLES
SUPER DODGE BALL ADVANCE
SUPER MARIO BROS. 3
SUPER MARIO WORLD
SUPER STREET FIGHTER II
TACTICS OGRE*
TETRIS WORLDS
TINY TOONS (2 TITLES)
TWEETY AND THE MAGICAL JEWEL*
WARIO LAND FOR GBA
WORLD WRESTLING FEDERATION
X-MEN: REIGN OF APOCALYPSE
YOSHI'S ISLAND
YOSHI'S STORY
* ANNOUNCED IN JAPAN

GAME BOY COLOR

ALONE IN THE DARK
AMF BOWLING
ATLANTIS: THE LOST EMPIRE
DRAGON WARRIOR III
HERCULES:THE LEGENDARY JOURNEYS
THE LAND THAT TIME FORGOT
LUFIA: THE LEGEND RETURNS
MEGA MAN EXE 2
RUNELORDS
SPIDER-MAN 2: THE SINISTER SIX
T-TEX
TOMB RAIDER: CURSE OF THE SWORD
TOP GUN
V.I.P.
X-MEN: WOLVERINE'S RAGE

NINTENDO 64

TONY HAWK'S PRO SKATER 2

Nintendo ONLINE



Navigate the New Nintendo.com

With Game Boy Advance on the verge of its U.S. release and Nintendo GameCube on the horizon, Nintendo's official online source for news and information is gearing up for a new era. The recently relaunched nintendo.com features a sophisticated look and an easily navigable interface that puts you just a few clicks away from volumes of vital game information. It also offers more opportunities for Nintendo Power subscribers to get involved through exclusive chat sessions, a message board and reader reviews.

The place to begin your search for answers to any Nintendo-related query is the nintendo.com home page. There, you'll find links to every section of the site, news items, special features and tools that will help you either find specific information or browse by category.

"It's all about the games," says Online Manager Dan Owsen, describing the focus of the redesigned site. "With so many great titles out there, we want to make sure that visitors can get the information they want on the types of games that they like."

The tool that makes that vision a reality is the Game Finder. You'll see the Game Finder in the upper-right corner of the screen. It allows you to sort the list of titles by system, game category or ESRB rating. For example, you can use pulldown menus to highlight N64 as the system and Adventure as the category, then press the "go" button. In no time, you'll see a list of N64 adventure games, arranged alphabetically, with details under each title. At a glance, you'll see each game's ESRB rating and release date. You'll also see if there are codes available for the game and the amount of content on the game's individual Game Page.

When you click a title that interests you, you'll go directly to its Game Page—a home page for the game, where you'll find a description, reviews and, typically, game play information, codes, screen shots, movies and links to related sites. Game reviews include comments and ratings from both readers and the Nintendo Power staff.

Nintendo Power subscribers have exclusive access to some key features on the site. Those features include strategy-oriented content on individual Game Pages—an extension of the game's coverage in the magazine—and many of the NSider section's features. When you log in as a subscriber, either from the home page or from the NSider section, you will be able to participate in weekday chat sessions and contribute to a message board that covers Nintendo-related subjects.

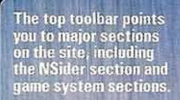
If it's downloads and minigames that you're looking for, you need go no further than the Downloads section, one click away from the home page. There, you'll find a wide selection of e-cards, wallpaper and screen savers that depict characters from the hottest Nintendo games. You'll also find, according to Dan, "enough minigames to fill a mini arcade."

The home page also links to other sections, such as the customer service area, corporate and contact areas and pages that are dedicated to every Nintendo system.

The bottom line is, if it's online news and information about Nintendo games and systems that you crave, you'll find it all quickly and easily at nintendo.com.

ANATOMY OF A WEBSITE

Your search for news, codes, strategies, screen shots and everything else related to Nintendo games and systems starts at nintendo.com. When you log on, you'll find toolbars, located along the top of the screen and down the left side, that give you easy access to areas dedicated to featured games, Nintendo systems, news, downloads and more. The toolbars remain in place as you explore the site, which means you can jump to any section with a single click at any time. To find information on individual releases, you can browse the Games and Systems sections or search an extensive database of game information with the Game Finder. It's all there for you. Have fun!



The top toolbar points you to major sections on the site, including the NSider section and game system sections.

The splashy banner changes every time you visit the site. Click on it to go to the featured title's Game Page.

Pulldown menus below the banner provide a quick method of browsing game information by category.

Headlines clue you in on recent Nintendo-related news stories. Click one to get the full scoop.

Let your voice be heard on a variety of subjects in our Survey section.



The Code Bank and Game Finder are two tools that will take you to important game information in just a few clicks.

The lower toolbar provides links to Nintendo's customer service site and various company-related areas.

When you register your own online identity using your Nintendo Power subscription number, you'll have access to exclusive site content.

Periodic polls ask visitors to share their opinions on their gaming likes and dislikes. You can put in your two cents and see the polling results.

Satellite sites, such as gameboy.com and pokemon.com, are fixtures in the Featured Sites sections. Click and go.

A growing number of games made for Nintendo systems have individual Game Pages. Every Game Page uses the same format so you'll never get lost looking for game information. You'll find descriptions, screen shots and reviews of games as well as in-depth strategies, codes, FAQs, and walk-throughs. Some information is exclusive to Nintendo Power subscribers.

Right of the title, you'll find important information about the system for which the game is designed, the game's ESRB rating and more.

A straight-to-the-point description of the game gives you details about the game's main features, characters and story.

Game ratings and reviews show the opinions of readers and Nintendo Power staff reviewers. You can submit your own review for others to read.



Find out the type of game play information—FAQs, codes, strategies, walk-throughs—that is available for the title at a glance and click on the highlighted icons to access it.

Take a look at a collection of game action screen shots next to the game's description. Click on one for a larger image.

If the game in question has a dedicated micro-site, you can access that site in the Links section of the Game Page.

ZELDA REVISITED

When there's an addition to the Zelda Universe, you know that the place to go online for all of the details is zelda.com. The recent release of The Legend of Zelda: Oracle of Seasons and Oracle of Ages has spawned an update of the site. The update includes more advanced questions about all of Link's adventures at the Temple of Time Knowledge Challenge and several new entries in the Library that show new characters and significant new events in Link's life.

Link's latest adventures will also soon be the catalyst for an interactive story at the Town Square's Stock Pot Inn, where you are invited to imagine a completely new adventure for the Hylean legend in the lands of Holodrum and Labrynna.

In addition to the updates of existing elements on zelda.com, you can find all-new micro-sites that discuss the new games and their features in greater detail. You'll find links to those sites on zelda.com and nintendo.com.

The sites include information about the stories and characters of each game, showcasing screen shots and movies. The Oracle of Seasons site at www.zelda.com/seasons emphasizes Link's ability to control the weather in the game by cycling through the seasons as you go from page to page. The Oracle of Ages site at www.zelda.com/ages stresses Link's ability to travel through time by changing from morning to night as you progress.

Since the new adventures use a password system that links the stories of the two games together, the sites also share information through a similar system. When you visit one of the sites, you'll earn a password that will allow you to unlock new information at the other site. Log on and link up to a new chapter of the Zelda experience.



PARTY PLANNING

The release of a Mario Party minigame bonanza for Nintendo 64 is always cause for celebration. To help bring up the volume of the festivities for Mario Party 3 at marioparty.com, Nintendo called on website developer POP! Multimedia, a regular collaborator with our online group and the developer of the other Mario Party sites.

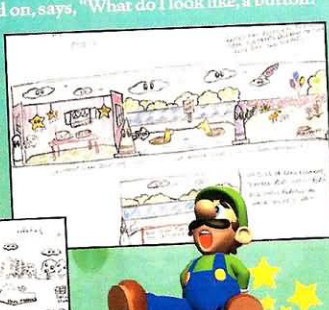
"One of POP!'s strengths is developing minigames," says Online Manager Dan Owsen, "and we knew that would be crucial for getting across the idea of the Mario Party games in an entertaining way." Specifically, the site features eight Flash minigames, all exclusive to marioparty. com, that were inspired by the game play of the latest N64 installment.

"The object is to give visitors who haven't played a Mario Party game a good feeling for what the game is like," says Online Art Director David Wharton, "and to give visitors who have played the games something familiar that they can enjoy."

The process began with a discussion between members of the online group and the designers at POP! Multimedia about the game and the site's goals. The result of that meeting was the decision to feature party-planning tools for site visitors and plenty of minigames that communicate the fun and entertaining style of Mario Party 3.

The POP! designers presented the concept illustrations shown below to establish the environment in which the site's minigames would be presented. Then the artwork was developed digitally, the minigames created and the rest of the framework finished in creating what you can now view at marioparty.com.

The site "heightens the experience of the game", explains Dan, and "gives visitors a window to the game world." While Dan's favorite POP! touch is still the character on the F-Zero X site that, when clicked on, says, "What do I look like, a button?" he is confident that the Mario Party 3 site pushes all of the right buttons to make for an enjoyable experience with a fun party atmosphere.



QUICK BYTES



Two of the top titles that will share the GBA's launch date of June 11th are F-Zero Maximum Velocity and Super Mario Advance. Look for micro-sites dedicated to each of those titles at the time of their release. You'll find links to the sites on nintendo.com and gameboy.com.

E3 WRAP-UP

Nintendo's mid-May showing at E3 was one for the ages, as it debuted dozens of titles for Game Boy Advance and Nintendo GameCube. Members of the Nintendo Online staff were there to provide online coverage of breaking news. Take a look at e3.nintendo.com for a complete wrap-up of everything they saw.

CHAT UPDATE

Speaking of E3, the show will be the subject of the Nintendo Power staff's monthly online chat on June 4th at 7pm EDT, 4pm PDT. Get a behind-the-scenes look at what was cool at the 2001 Electronic Entertainment Expo. It'll be another wacky, unpredictable, no-holds-barred hour of ranting and raving by the NP crew.

HIT LIST

With 1.7 million unique visitors to nintendo.com and 1.6 million visitors to pokemon.com, March was another big month for official Nintendo sites. Our Hit List shows the individual game sites and game series sites that saw the most traffic for the month.

1. pokemon.com
2. pokemonstadium2.com
3. zelda.com
4. papermario.com
5. smashbros.com

GAMEBOY.COM

Game Boy Advance, the 32-bit update of the most popular video game system ever, is the big news on gameboy.com. We're convinced that if you get a full grasp of the system's features and performance, you'll understand just how cool it is. Go to gameboy.com to find an interactive model of the GBA system and discover where the touring Nintendo Advance Team will be next so you can take Super Mario Advance and F-Zero: Maximum Velocity for test drives.



NINTENDO WEBSITE LIST

banjo-kazooie.com
banjo-tooie.com
bioniccommando.com
camphyrule.com
carringtoninstitute.com
datadyne.com
dkr.com (Diddy Kong Racing)
donkeykong64.com
drmario64.com
excitebike64.com
funtography.com
fzerox.com
gameboy.com
gameboy.com/aliceinwonderland
gameboy.com/crystalis
gameboy.com/littlemermaid
gameboy.com/warlocked
heyyoupikachu.com
jetforcegemini.com
kirby64.com
mariogolf.net
marioparty.com
marioparty2.com
mariotennis.com
mickeysspeedwayusa.com
nintendo.com/goldeneye007
nintendo.com/n64/ccsite (Command & Conquer)
nintendo.com/n64/newtetris
nintendo.com
nintendopower.com
nintendosports.com
papermario.com
perfectdark.com
pokemon.com
pokemoncardgb.com
pokemongold.com
pokemonpuzzleleague.com
pokemonsilver.com
pokemonsnap.com
pokemonstadium.com
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron)
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com (Star Wars: Episode I: Racer)
tiltntumble.com
waluigi.com
warioland3.com
yoshisstory.com
zelda.com



When you see the NP logo next to a tip or game preview in Nintendo Power, it means you can see more on nintendopower.com.

Mario Bros. meets Super Mario Bros. 2 in Super Mario Advance, a Game Pak with two times the action and fun!

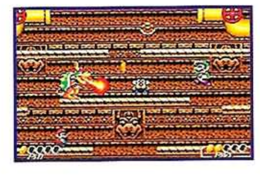
SUPER MARIO ADVANCE

Two Bros.

Up to four players can participate in the enemy-kicking, coin-collecting excitement of Mario Bros. Classic, while the platform-jumping, veggie-tossing silliness of Super Mario Bros. 2 is for one player only. The two games offer very different gaming challenges, but share the Mario Bros. appeal.



Mario Bros. Classic Multiplayer



One of the coolest things about the Game Boy Advance is that it supports multiplayer gaming. Link up with your buddies with one or multiple Super Mario Advance Paks to enjoy a fast, funny battle in Mario Bros.

Mario Bros. Classic



Single players can also enjoy the old-school charm of Mario Bros. on their own. Enemies emerge from the pipes at the top of the screen, and Mario's mission is to knock them over and kick them away.

Super Mario Bros. 2



If platform gaming is what you're after, choose Super Mario Bros. 2. You can play as Mario, Luigi, Peach or Toad, and each character has his or her own special abilities and weaknesses that change the way you play the game.

Multiplayer

You can grab three of your friends to play Mario Bros. Classic. Choose Battle Mode if you wish to play against your pals, and Classic Mode if you want to work with them.

Battle Mode NP

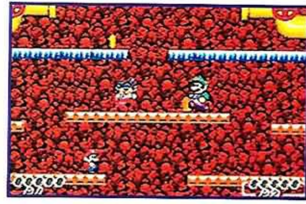
You only need one Game Pak to play Mario Bros. in Battle Mode. Every additional player will need a Game Boy Advance and a Game Link Cable. Players win a round by defeating the enemies to collect five coins. The first player to win five rounds wins the game.

Garbage Can



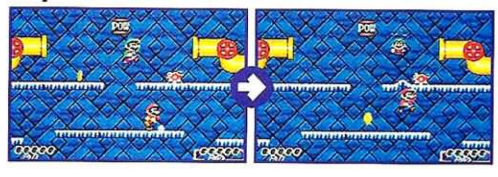
You can jump into the Garbage Can to pick up fabulous items that help you battle your opponents and defeat enemies. You can also trap a player in the can by standing on its lid.

Stay On Top



Flip over then kick enemies to defeat them. One coin will emerge from one of the top pipes for every enemy that is defeated. Stay on top to collect the coins first.

Flip Turtles



Flip over a turtle by jumping up and hitting the platform underneath it. When your opponent runs to kick it, hit the enemy again to flip it back over, right into your opponent.

Classic Mode

Each additional player that wants to play Classic Mode needs a Super Mario Advance game in addition to a Game Boy Advance and a Game Link Cable. The game play is identical to Classic Mode for one player—destroy all the enemies to get to the next Phase.

Side by Side



Each player should take one part of the screen—it's much more effective than running all over randomly. You can also assign a specific role to each player, such as having one person take out all of the turtles.

Level Up

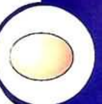


If you don't divide the screen into halves or quadrants, try giving each player one or more levels instead. Some players can stay on top, clearing enemies, and the bottom players can catch any enemies that sneak through.



Items

Most of the items appear only in the Garbage Cans in Battle Mode. The exceptions are the POW Block and the Coin, which appear in both modes.



POW Block

Toss the POW Block or hit it to deal one hit to everything that has its feet on the ground, including the other players.



Egg

Toss the egg to reveal a heart, star or coin, then run over and pick it up quickly, or your opponents may steal it.



Star

Stars make players temporarily invincible, which makes it very easy to take out lots of enemies quickly.



Heart

Players in Battle Modes start out big, but can shrink if they hit an enemy. The heart restores their height.



Coin

Coins add to your score in Classic Mode. Collect five to win a round of Battle Mode.



Fish

Sometimes you'll come out of the trash with a fish, which doesn't do anything useful.

Shell

Toss the shell to hurt your opponent or to knock down enemies.

Super Mario Bros. 2

Super Mario Bros. 2 is a classic platform game with a few twists on the standard Super Mario Bros. formula. Mario, Luigi, Peach and Toad can pick up items and enemies and toss them at other enemies. There are no bricks to smash and no Goombas to squash. Each character has particular strengths and weaknesses, from Toad's incredible speed to Peach's helpful floating ability.

Characters

You can choose Peach, Luigi, Toad or Mario, but before you pick a favorite, give each one a whirl. They all have their high points and low points, and each is particularly well-suited to a level or two.



Peach

Peach is neither strong nor fast, but she can float for a short time, making her a good choice for hazardous ice or conveyor belt levels.



Luigi

Luigi can jump very high—much higher than the other characters. He's a natural choice for levels with lots of high platforms.

Toad

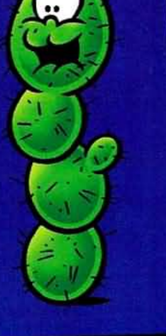
The little mushroom-capped Toad is very fast and strong and he does well in areas where you have to pick up and toss many things.



Mario

The most well-rounded character is Mario—he is pretty good (but not the best) at everything. Use him to get a feel for an area.

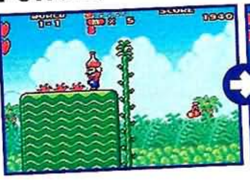


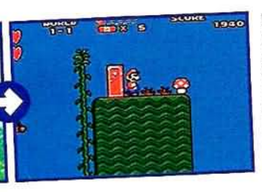


Special Moves

Because Super Mario Bros. 2 is a platform game, you'll come across the same sorts of challenges over and over again. There is plenty of lifting and tossing in all the levels, and lots of jumping. We've highlighted tricky areas from some levels, plus a few very common things that many areas share. For a more detailed look at every level, check out Nintendo Power Advance.

Potions





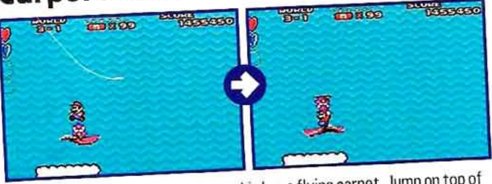
Each level contains two potions, which you toss on the ground to create a door to the area known as Subspace. You can find up to two mushrooms in each level's subspace that will lengthen your health meter.

Second Vase



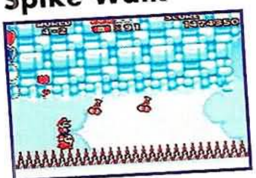
Most of the time, you can duck into the vases to get keys, 1-Up Mushrooms and other items, but in World 2-2, only the second vase has anything worthwhile inside. Check it out and ignore the others.

Carpet Rides



World 1-3 and World 1-2 both have a bird on a flying carpet. Jump on top of the bird, then toss it aside and ride the carpet up or over to the next area.

Spike Walk



Some areas are covered in spikes. You can't cross the spikes unless you're riding an enemy. Toss an enemy onto the spikes, then jump on top of it to ride to safety.

Bubble 1-Up



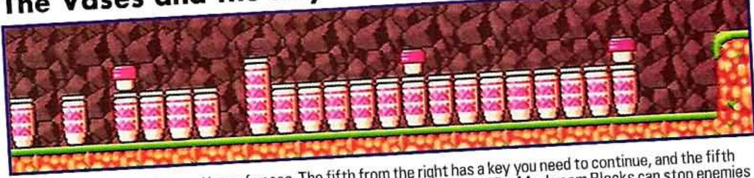
When you encounter a 1-Up Mushroom encased in a bubble, simply toss vegetables or sprouts at it to break the bubble so you can jump down and pick up the extra life.

Max Out Your Lives to 99



In World 3-3, climb the ladder then jump over the Sparks to the door on the ledge. At the top of the area, pull the last item up—it's a shell. Return to the bottom of the area, then toss the shell into the doorway. Stand on the ledge, then wait. After the shell clears enough Shy Guys to earn 1600 points, you'll start earning extra lives. You can quickly earn up to 99 lives.

The Vases and the Key



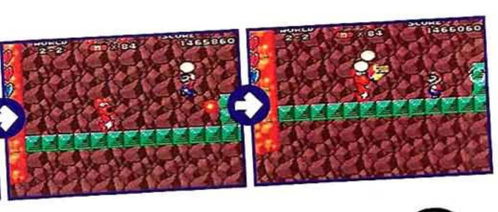
In World 6-1 there are lots and lots of vases. The fifth from the right has a key you need to continue, and the fifth from the left has a 1-Up Mushroom. Some of the vases generate enemies. The Mushroom Blocks can stop enemies from emerging when placed atop a vase.



Big Bosses

There is usually one boss at the end of each level, and sometimes, there is more than one. The creature you'll face most often is Birdo. She will sometimes be the only boss at the end of a level, but she often shares boss duties with another creature.

Birdo



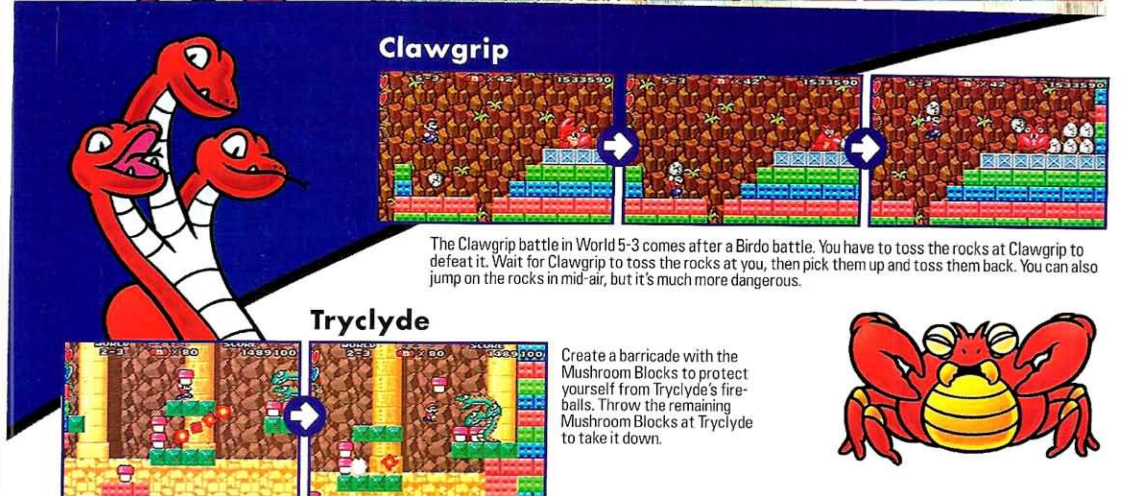
Birdo spits eggs and fireballs at you. Jump up on top of the eggs, then pick them up and toss them at Birdo. If there are Mushroom Blocks in the area, you can throw them at Birdo, too.

Mouser



When battling Mouser, you have to use his bombs against him. Wait for him to toss his bombs at you, then run over, pick up the bombs and drop them at his feet. Mouser moves around a lot. Watch his movements to determine when and where to drop the bombs so they explode when he's near. Don't forget to dodge the bombs yourself!





Clawgrip

The Clawgrip battle in World 5-3 comes after a Birdo battle. You have to toss the rocks at Clawgrip to defeat it. Wait for Clawgrip to toss the rocks at you, then pick them up and toss them back. You can also jump on the rocks in mid-air, but it's much more dangerous.

Tryclyde

Create a barricade with the Mushroom Blocks to protect yourself from Tryclyde's fireballs. Throw the remaining Mushroom Blocks at Tryclyde to take it down.



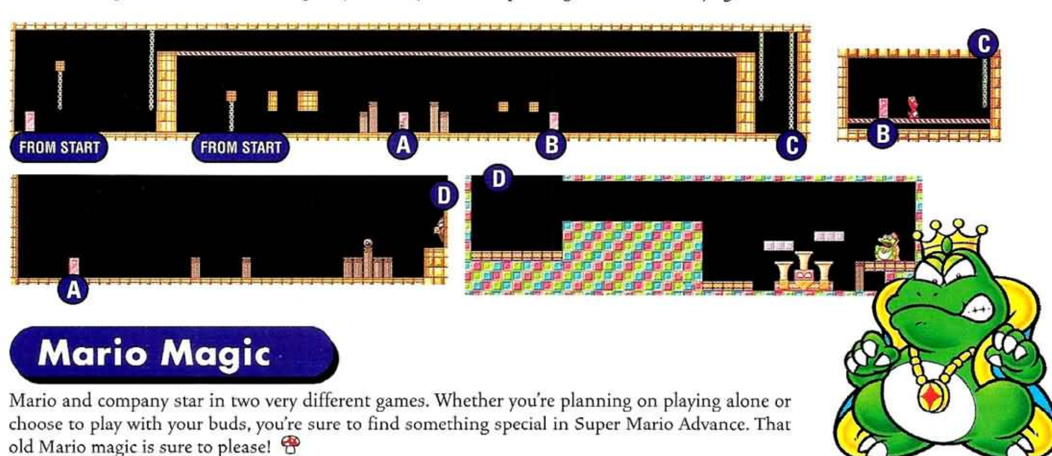
Fryguy



Toss the Mushroom Blocks at Fryguy until he splits into tiny Fryguys, then toss the Mushroom Blocks at them. You can throw the blocks from anywhere, but you'll be safer if you throw them from one of the higher ledges.

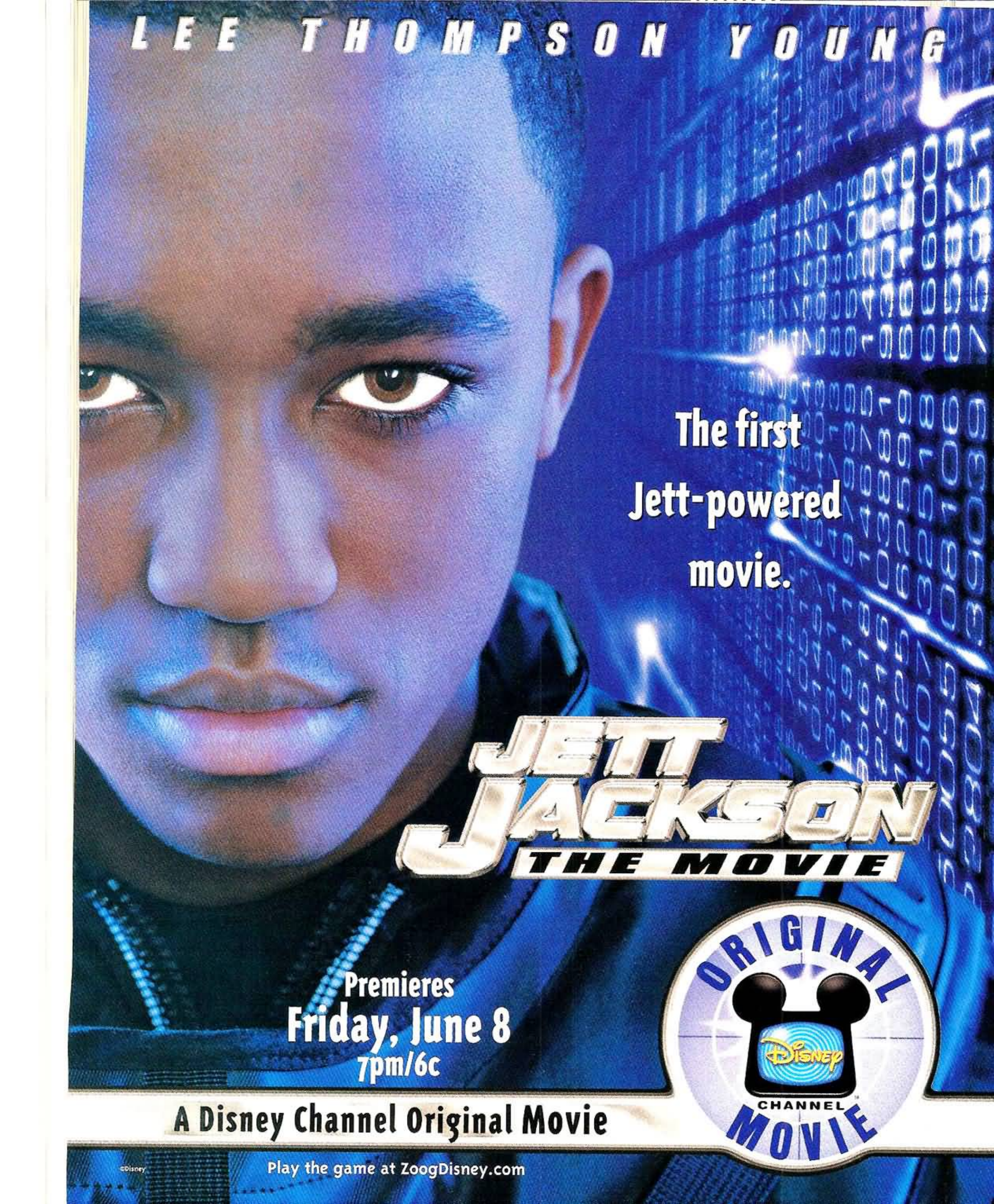
Wart and All

The last level is complicated, and there are actually two ways to get to Wart, the final Boss. The maps below show the last section of one of the paths. No matter which path you take, you'll end up facing Birdo before you reach Wart. We won't reveal just how to beat the big green toad king, but we will give you a hint—Wart's big mouth will always get him in trouble.



Mario Magic

Mario and company star in two very different games. Whether you're planning on playing alone or choose to play with your buds, you're sure to find something special in Super Mario Advance. That old Mario magic is sure to please!


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- Mature
- Adults Only
- Rating Pending



Castlevania®

Circle of the Moon™

Dracula has risen from the grave—and one inexperienced vampire hunter is the only person that can stop him in Castlevania: Circle of the Moon for Game Boy Advance.

The crypt keepers at Konami have created a monstrously creepy 2-D side-scrolling adventure that builds on the tradition started by Castlevania on the Nintendo Entertainment System and that was continued in many games for many consoles. Quite fittingly for a vampire-hunting game, Castlevania: Circle of the Moon isn't a mirror image of any of the previous Castlevania games. Instead, it takes some familiar elements that have appeared in many of the games—the whip, the fearless vampire hunter and the evil Count, for example—and tosses them into a haunted atmosphere most reminiscent of that appearing in the polished Castlevania: Symphony of the Night for the Playstation. Add the Dual Setup System of card power-ups to the traditional elements, and you have a terrifyingly impressive adventure.

Resurrection

Camilla, a lovely, pink-clad lady, looks very innocent, but she is the reason Dracula is back to terrorize innocent people once again. She performs the rite that leads to the dark one's resurrection, and she looks upon Dracula as her leader. Morris Baldwin, Master Vampire Hunter, and his two acolytes, Hugh Baldwin, his son, and Nathan Graves, his protege, arrive too late to stop the evil one's awakening. Dracula and Morris are old enemies, and they hint at their past battles. The fearsome Count thinks it's fitting to use the life force of the man who once defeated him to restore his energy and fiendish power. Mr. Koji Igarashi, producer of Castlevania: Circle of the Moon, explains it this way: "Dracula tries to absorb Morris, his former nemesis, to regain his full power. He knocks aside Nathan Graves and Hugh Morris as insignificant, and they are dropped into a pit. Thus starts the adventure of Nathan as he tries to reach his master and defeat Dracula." Hugh Baldwin is jealous of Nathan Graves. He feels that he should be the one to wield the Hunter's Whip because he is Morris Baldwin's son as well as his disciple. He abandons Nathan when they should stick together inside the enormous castle that's squirming with many grotesque monsters.



The beauty has a beastly desire—to bring Dracula back to full power so he may continue his reign of terror.

Morris Baldwin is kidnapped. Camilla and Dracula plan to use his energy to bring the Count back to full power.



Players control Nathan Graves, who bears the Hunter's Whip, a variation on the weapon of choice for the Castlevania Series's vampire hunters.



Hugh Baldwin leaves Nathan's side after Dracula tosses them both into the depths of the castle. He believes he should save his father alone.

The Quest

When Nathan lands at the bottom of the pit, he has only one weapon—the Hunter's Whip. A whip is practically standard issue for the many heroes and heroines who have fought against Dracula in previous Castlevania games. Nathan can whip enemies and candles to earn hearts, weapons, potions, antidotes, cards, clothing and other items that help him on his frightful journey. Some of the magical items Nathan finds are powered by the hearts he picks up from fallen enemies and broken candles.



Players can glimpse Nathan's stats to see how equipped items change his abilities.



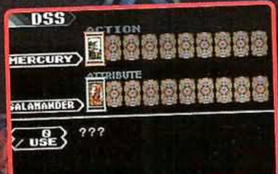
Enemies may drop something when they expire. Weapons, clothing and antidotes are just some of the things they might be carrying.

The Hunter's Whip is an excellent weapon that serves Nathan well as he battles the bizarre creatures of the night inside Dracula's castle.



MAGIC AND MONSTERS

Many of the items and weapons Nathan uses should be familiar to anyone who has played a Castlevania game. The whip is the main weapon, the meat restores Health Points, and the hearts power the special abilities, like the double jump. New to this incarnation of Castlevania is the Dual Setup System, or DSS. There are 10 Attribute Cards and 10 Action Cards that Nathan finds. Each Attribute Card can pair with each Action Card to give Nathan a new ability. Some card combinations power-up Nathan's whip, while others grant Nathan increased defense. Some combos even summon magical creatures that can battle enemies for Nathan. There are 100 different combinations possible once Nathan has all of the cards. Players can turn on the DSS power by pressing the L Button during the game. Konami's Igarashi thinks the DSS System "adds a lot of depth to the game play, since different players will utilize these effects in different ways." Aspiring vampire hunters can certainly play the game without using the power of the DSS Cards, but their powers add a lot to the game.



The DSS adds a new, unusual game play element to the Castlevania series. Players can select DSS from the menu to reconfigure their cards.

A NEW LEVEL

Handheld gamers might be surprised when they begin playing Castlevania: Circle of the Moon, because the game isn't divided into levels or worlds. If a player happens to pick up one of the items that increases Health Points or Mind Points, the player should try to save their progress in a Save Room as soon as possible, because the game is never saved automatically. Items that increase Nathan's maximum number of hearts, Health Points, Mind Points, or grant Nathan a new ability, such as the Dash Boots, are not dropped by enemies. Instead, they are found in concealed or guarded rooms inside the castle.


It's important to save when you locate a Save Room. Castlevania: Circle of the Moon is not divided into worlds, so there is no automatic save feature.



After Nathan has earned enough Experience Points by defeating many enemies, he will gain a level. The higher the level, the stronger the character.

Dash Boots
Double tap forward to perform a dash move.

As you play the game, you will come upon Magical Items that give Nathan a new ability. These items, like the Dash Boots, are essential. Without them, you can't make it through the game.

A CRY IN THE DARK

A startling thing happens the first time you turn on Castlevania: Circle of the Moon on your Game Boy Advance—a blast of blood-curdling music worthy of a classic horror movie sets the tone for the game before you ever get a chance to see the game's ghastly ghouls. The sound effects add to the spine-tingling sensation—creaking doors and squeaking bat sounds pop up as you choose a file to play. Mr. Igarashi thinks the Game Boy Advance's excellent technology allowed his team to create a great handheld game. He says, "Using the spectacular power of the machine, we were able to create a dark, gothic atmosphere that could not previously be done." Igarashi adds, "We hope that everyone will play this game with headphones, since it will add so much to the game."



Nasty enemies aren't the only creepy things in Castlevania: Circle of the Moon. The music and sound effects add extra oomph to the gruesome gothic atmosphere.

Within the game, there is always music playing, from the uptempo action music you hear in most of the areas to the much scarier soundtracks that add to the suspense of battling one of the bosses. Mr. Igarashi says, "The sound team was pretty much given free reign when it came to what they wanted to do with the music. We never felt limited in what we could attempt. Granted, it's not like a CD when it comes to sound, but we were more than satisfied with what could be done." Mr. Igarashi hints that there are hidden things in the game that gamers can uncover, but, unfortunately, he and Konami would like to keep them secret for now.


The frantic music inside the boss rooms adds to the urgency of the task. Cerberus, the three-headed dog, is the first boss you'll encounter.


The Hunter's Whip makes a satisfyingly crisp crack as it reaches out to touch an enemy or two.



There are many secrets to uncover in the game. Be sure to check the map often, and try whipping the walls in various areas—you might find a hidden room for your trouble.

CASTLEMANIA

Konami's classic Castlevania series seems to be as immortal as Count Dracula himself, so it's not shocking that it would turn up on the Game Boy Advance. Castlevania: Circle of the Moon is scheduled to be released in conjunction with Nintendo's new handheld this month. Gamers who enjoy side-scrolling action are sure to stake a claim on the game, but anyone who enjoys a challenge or appreciates great graphics and game play will find something to like in Castlevania: Circle of the Moon.


Many phantasmagoric creatures, like the Spirits, roam the halls of Dracula's castle. You can expect more creepy creatures when you play the game!



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STRAIGHT FROM THE SOURCE

Since Spaceworld in Japan last August, almost everyone in the gaming industry has been trying to guess what games will be released for Nintendo GameCube. All speculation came to an end at the Electronic Entertainment Expo (E3) in Los Angeles in May, when Nintendo and its many partners revealed a glittering lineup of software to go along with the best dedicated gaming platform the world has ever seen.

Showgoers experienced the sights and sounds of more than two dozen Nintendo GameCube (GCN) titles. Many of the games were playable and others were viewable on video. If people arrived expecting to see major Nintendo characters in featured roles, they weren't disappointed. The faces of many familiar characters, such as Mario, Luigi, Fox McCloud, Link and Samus Aran were sighted at the show. Some unexpected names surfaced, including Super Smash Bros., Mario Kart, 1080° Snowboarding and Wave Race. And there were original games that the public hadn't previously heard about: Pikmin, Kameo: Elements of Power, Donkey Kong Racing, Raven Blade and Animal Forest for GCN. There were brief, tantalizing video glimpses of games in the works, such as Mickey Mouse for GCN and Eternal Darkness from Silicon Knights. The sheer number of titles was a huge surprise to many.

Nintendo and its second-party developers weren't alone in wanting to show the world what they've been doing to prepare for the launch of GCN. Publishers such as LucasArts, EA Sports, Sega and Midway showcased some great new games, as well. So get set for a journey into the near future. The countdown has begun to the launch of Nintendo GameCube in November. That's just five months before your dreams come true.



MARIO FIGHTS BACK IN SUPER SMASH BROS. MELEE.



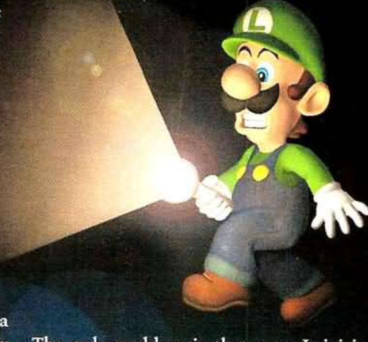
ALIENS ARE FRIENDS IN NINTENDO'S PIKMIN.

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Luigi's Mansion



After years of playing second fiddle to Mario, Luigi is headed straight into the thick of a nightmarish adventure, Luigi's Mansion, which is guaranteed to be one of the most spectacular games ever created. The guiding light of Luigi's Mansion is Nintendo's Shigeru Miyamoto, the most revered game designer of all time. Now, Miyamoto's magic is working on the most powerful platform ever, and the results are frighteningly good.



Luigi's night of fright takes place in a haunted mansion inhabited by ghostly apparitions. As Luigi searches for his missing brother, he enlists the aid of a paranormal researcher, who is an expert in capturing pesky and malicious ghosts. The only problem is that poor Luigi is terrified of ghosts, in spite of his specter-scaring flashlight. Luigi's Mansion is filled with comic shenanigans, riveting game play and stunning graphics that showcase the Nintendo GameCube. The 3-D environment features beautiful interior rooms and fixtures and spectacular lighting and transparency effects. The power of GCN is particularly apparent when several semi-transparent ghosts dance about Luigi, who cringes in the glow of his flashlight. The only really scary part of Luigi's Mansion is that a first generation GCN game can look this good.











Taking the World by Storm

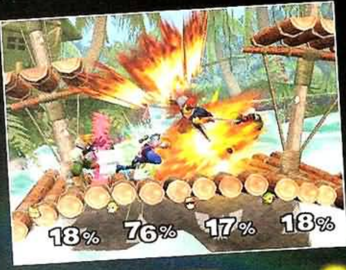
Much has been written about how Nintendo GameCube was designed from the ground up with game developers in mind. Engineers at Nintendo, IBM, ArtX, MoSys and Matsushita listened closely when developers talked about the types of features that would make GCN the ultimate gaming platform. Now that the console is finished, we asked one of the leading developers, Denis Dyack, President of Silicon Knights, to talk about his experiences with GCN and what it means for the future of gaming.

"From the very beginning of our GCN development we became aware of how the GCN would change things. We would work on something for a week and quickly achieve results that looked better then what we were seeing others do on the XBox or PS2. We believe that other developers will find similar results on the GCN. The GCN will allow developers to create games that are substantially superior to their previous works. This is great news for gamers because they will be able to expect something that looks second or third generation in the first generation of games.

"With the advent of Nintendo GameCube, the world of games will be changed forever. Technical hurdles that might have taken six to eight months to overcome on other systems can be bypassed in a few days on the GCN. No longer having to fight hardware, developers are free to express their visions and bring game content to the gamers like never before. We believe that GCN will revitalize the industry by allowing developers to create worlds that were previously unimaginable. Knowing what we have done, and imaging what others will do, has brought a level of excitement to Silicon Knights like never before. The Game Boy Advance combined with the GCN is a one-two combination that will allow Nintendo to take the world by storm."

SUPER SMASH BROS. MELEE

A mayhem-packed multiplayer melee will make its way onto Nintendo GameCube with an all-new version of Super Smash Bros. The fighting fans at HAL in Japan have cranked up the dial to supercharge Super Smash Bros. Melee for GCN. The fun of four-player brawls may grab the biggest headlines, but there are new characters, moves, modes and more waiting for you. Starting out, you can choose from 14 characters, including familiar faces from the N64 game, such as Mario, DK, Link, Yoshi and Pikachu, and new fighters that include regal rumblers Princess Peach and Princess Zelda. There're even a couple of cute new faces from an old-time classic, Ice Climber for the NES. As you batter your famous opponents with special attacks, you'll find powerful new items to add injury to insult. There are modes for beginners and modes for vets, tournaments for 64 players and a single-player endurance match. The 3-D stages are dazzling in Super Smash Bros. Melee, and the characters look spectacular, too, even when they've been zapped by lightning or mashed with a mallet. The special effects are a huge step up from those in the N64 version. Players will be torn by all the options, such as the option to take snapshots during a fight and the option to change the rules and customize the match. Super Smash Bros. Melee is the surprise guest that will make Nintendo GameCube the hit of any party.







STARFOX ADVENTURES-DINOSAUR PLANET



When we first printed screenshots of Dinosaur Planet for the N64 in last year's E3 review, we noticed the lead character's uncanny resemblance to a certain heroic fox from Nintendo. Mr. Miyamoto noticed it, too, as did the game gurus at Rare. And so a great union took place in secret. Now, Nintendo and Rare present Fox McCloud in StarFox Adventures—Dinosaur Planet. The title is one of the most ambitious game projects ever conceived. From the StarFox universe comes intense, aerial, dogfighting action, and from the world of Dinosaur Planet comes a huge, third-person adventure where Fox climbs out of the cockpit in an effort to save the planet. Fox McCloud has plenty of help, whether he's piloting his Arwing, riding giant dinosaurs or battling with weapons and magic down on the ground. Slippy will be there to lend a hand with some high-tech gadgets, and Peppy will give Fox sage tactical advice. Players also have the help of Prince Tricky, a triceratops sidekick. Intuitive controls help you navigate in the sky and on land, through worlds with detailed weather effects, incredible lighting and realistic shadows. As for the story, eight years after Fox defeated Andross in the Lylat System, General Pepper receives a distress call from the Dinosaur Planet. Only Fox is available to help, and so it begins.







Pikmin

Pikmin is one of the most innovative first generation games headed for Nintendo GameCube. It combines the strategy of Lemmings with the real-time action of Starcraft. Nintendo's EAD group, headed by Mr. Miyamoto, has created an alien world where the natives are part plant and part animal. The Pikmin work together like a colony of ants to get things done.



When a space traveler crashes on the Pikmin's world, he discovers that he needs their help to collect the scattered pieces of his wrecked ship. There are plenty of obstacles standing in the way of the Pikmin and the lost space traveler on the hostile planet, which is filled with vicious beasts and hidden dangers. Making things even more desperate, the spaceman has a limited amount of life support, and the atmosphere on the Pikmin's planet is poisonous to him. It's up to the player to direct the Pikmin sprouts—singly, in groups or as a vast army—to collect the missing parts, fend off dangerous predators and even build roads and bridges through the alien world. You'll learn to control different color Pikmin and train them to grow into leaf, bud or flower forms. It won't be easy, but it will be fun.



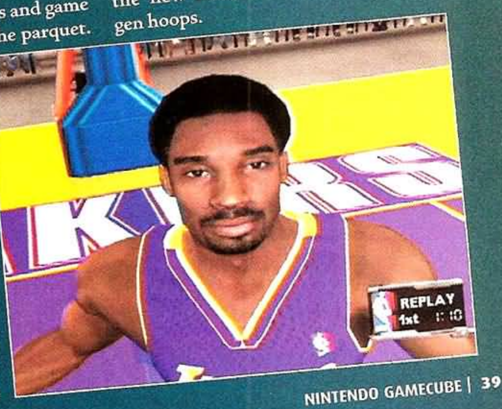






NBA Courtside 2002

With one glance at Kobe Bryant in NBA Courtside 2002 for Nintendo GameCube, you'll know that you're face to face with something special. You'll swear that the face of Kobe is looking out of your TV screen, and then you'll move the Control Stick and Kobe will juke or spin or leap in the air and slam home a monster dunk. The power of GCN and the talents of the developers have created a new sports experience—a video game that looks like life. In fact, with all the control that you have at your fingertips—the ability to replay moves, to shift the camera, to pick the moves—you'll take video sports to the next level of reality. Precise face mapping, real ball physics, motion-captured animation and lively commentary are just a few of the features in the GCN sequel that will get b-ball fans pumped. There's an improved passing system, unbelievable hit detection and AI. The end result is an awesome hoop experience with graphics and game play that will knock you on the parquet. Imagine watching the rotation of the ball actually reverse when it's blocked. How would you like to control crossover dribbles and first-step jukes? Courtside has all the pro moves and all the pros. In Courtside's super-realistic Sim Mode, players can set up a season, play the games and even create their own pro players. But if you prefer your action to be a little less structured, you can take on the top NBA stars in Arcade Mode for some street ball action. NBA Courtside 2002 is the new force in the arena of next-gen hoops.



Nintendo GameCube's Galaxy of Games

The biggest news of all coming out of E3 was that Nintendo has lots of games in the works for the launch of GCN and for the months following the launch. Some of the biggest games, such as Metroid Prime and Zelda, were shown on video screens instead of playable units. Even so, they looked incredible. Zelda for GCN is in development at Nintendo's EAD and may be the most anticipated title of all. Metroid, in the works at Retro Studios,


Metroid Prime is in prime shape.

was another beautiful game that was showcased on video. Samus Aran's new mission takes her into alien domains, where huge enemies leap out of the shadows. Retro is also working on Raven Blade, an RPG set in an apocalyptic time where one man stands against the forces of doom and chaos. The power of an ancient weapon, known as Raven Blade, is all that protects the world from the ravages of the Beastlord.

Nintendo Software Technology Corp. in Redmond, Washington surprised the world with a brilliant sequel to Nintendo's Wave Race. Wave Race: Blue Storm for GCN dazzles the eye with unbelievable water, reflection and lighting effects and challenges the senses with changing weather conditions and intense racing.


Raven Blade had scorching graphics.

Left Field Entertainment, the makers of NBA Courtside 2002, is also working on 1080° Snowboarding 2, carrying on the tradition of radical moves, downhill speed and awesome graphics.

Rare is also developing a spectacular RPG called Kameo: Elements of Power. Rare's original fantasy adventure features a fairy princess named Kameo, who must save the six Elemental Ancestors from the evil plans of Thorn, the Dark Troll King. Kameo explores her dangerous, magical world with the help of baby monsters, which she captures, trains and keeps at her


Eternal Darkness looms huge.



Wave Race returns.

side. Her special gift is the ability to morph into any of the monsters and use their strengths to progress in the game. Once Kameo morphs, players will be able to see her inside the monster shape. Nintendo is taking one of the most innovative ideas to appear on the N64 in Japan, Animal Forest, and turning it into a major release for GCN. Dubbed a "communication game" by its developers in Japan, Animal Forest puts players in a virtual community where they deal with other players and non-player characters.

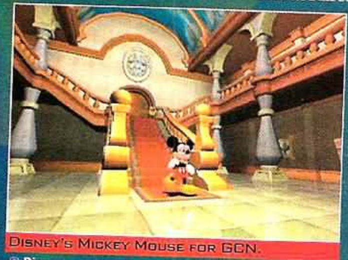
If you thought Eternal Darkness from Silicon Knights at last year's E3 was impressive, consider that the Nintendo GameCube version has full-motion animated cut-scenes, full facial expressions, the ability to flood a scene with up to 20 detailed enemies and an enhanced reactive animation system that gives life to each character through reactions and unique animations.

Finally, visitors to Nintendo's booth discovered that Disney's Mickey Mouse is coming to GCN. Players will help Mickey make his way through a huge house full of surprises and stunning graphics. It's an incredible lineup for a new console, but Nintendo GameCube is an incredible console and there's much more to come, such as Mario Kart from Nintendo and Donkey Kong Racing, which is in the works at Rare.




Kameo: Elements of Powers


DK goes on the road.


Disney's Mickey Mouse for GCN.

THE PARTY HEATS UP



Third-party support for Nintendo GameCube builds daily as developers and publishers recognize the power and potential of the console. In the months ahead, Nintendo Power will bring you major announcements from publishers that have Nintendo GameCube projects in development. From the zombie-filled horrorfest of Resident Evil Zero to the slick arcade action of NHL Hitz, to the reality of Madden Football and the X-citement of SSX Snowboarding, GCN will be the place to play.

We begin our coverage of third party games with the most anticipated title that isn't from Nintendo. LucasArts Entertainment LLC took the veil off of *Star Wars:* Rogue Leader, Rogue Squadron II before E3, showing off a game that made the early Spaceworld demos look crude in comparison. Rogue Squadron II covers many of the scenes from the first three movies and includes new missions that never made it onto celluloid. As in the original game for N64, players fly X-Wings, A-Wings, Y-Wings and Snowspeeders on 11 action-packed missions. The incredible thing is that the 3-D architecture of the ships is the same as the computer models used to create the extra footage in the Special Edition of *Star Wars.* But what took Industrial Light and Magic hours to render, GCN does 60 times each second. The Force of Nintendo GameCube is definitely strong in this one.



MONKEY BALL IS A NEW TILT ON FUN.


VIRTUA STRIKER 3 IS HOME ON GCN.



MULTIPLAYER MONKEY BALL, ANYONE?


IT'S WORLD CLASS ACTION FROM SEGA.

As for the rest of the pack, EA Sports has got some of the best sports franchises lined up for Nintendo GameCube, leading off with Madden Football, SSX Snowboarding and FIFA Soccer. Midway is bringing its arcade-style sports games to GCN with NFL Blitz and NHL Hitz. Hudson has created Bomberman for Nintendo GameCube—another title that's big on multiplayer interaction. And Sega has two games, including a new arcade title from Japan called Monkey Ball and a pumped version of Virtua Striker 3 for GCN. That's just the beginning of the hit parade from major publishers. Dozens of other Nintendo GameCube games are in the pipeline. Look to Game Watch each month (including this month) for more announcements and the growing forecast list.


ROGUE SQUADRON II FLIES HIGH ON GCN.


BACK IN THE TRENCHES IN YOUR X-WING.

THE SHOW HAS JUST BEGUN

E3 offered just a taste of the power and promise of Nintendo GameCube. As you survey the wild frontier of gaming, with various consoles trying to stakeout territory, keep in mind that Nintendo has always provided the best first-party games, which play exclusively on Nintendo's systems. The best third-party games—the Tony Hawks, Maddens, NFL Blitzes and Rogue Squadrens—will be there, too. You should also consider the potential for new experiences. Only Nintendo offers compatibility with a portable gaming system—Game Boy Advance. In fact, the potential of Nintendo's family of interconnected consoles and games may be the most exciting news in this monster year for games. Five months isn't long to wait. Next month, Power will present a complete overview of E3.

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

The World Is Not Enough 007

A BONDING MOMENT

The world may not be enough, but our selection of cheats for James Bond's latest outing certainly is. The new TWINE codes let you use different multiplayer arenas, weapons and skins—which let you play as different characters in multiplayer games. You can unlock cheats by beating single-player levels within a set time limit, and they will remain available once you've saved your game to a Controller Pak. The word from M herself, though, is that the cheats are a tough nut to crack. Only the best of the best need apply.

THE DIVE JIVE

We're not sure why a frogman is running around the streets of Europe, but the scenario is fun nontheless. Beat the Cold Reception level on 00 Agent mode in under 3:25 to unlock exotic skins such as skiers and SCUBA divers.



CHEAT	HOW TO GET IT
UNLOCK MULTI-PLAYER FOREST LEVEL	FINISH NIGHT WATCH IN 2:20 OR LESS ON 00 AGENT MODE
UNLOCK MULTI-PLAYER EXOTIC SKINS	FINISH COLD RECEPTION IN 3:25 OR LESS ON 00 AGENT MODE
UNLOCK MULTI-PLAYER EXOTIC WEAPONS	FINISH THAMES CHASE IN 4:25 OR LESS ON 00 AGENT MODE
UNLOCK MULTI-PLAYER GADGET WAR	FINISH FALLEN ANGEL IN 2:45 OR LESS ON SECRET AGENT MODE

CHEATING THE CHEATS

We continue our TWINE coverage by letting you in on a little secret: You can actually cheat the cheats! We printed a number of cheats in Volume 140, including one that lets you get Business Suit Skins. To earn the Suit Skins, you must beat the Courier level in 2:00 or less on Secret Agent Mode. You can bypass all the running and gunplay, however, and make it out with time to spare. As soon as you enter the bank, head for the safety deposit box. Use your Stunner Watch on the guard, grab the contents of your box and hit the alarm on the nearby wall. The game will say that your mission has failed, but keep going and exit the bank. The game will count the mission as being complete and give you the Business Suit Skins, even though you did nothing!



The alarm button is located on the safety deposit box room wall, next to the guardian green.

CHEATING THE CHEATS, PART TWO

We also gave you a cheat in Volume 140 for earning the Security Skins. To get them, you must complete King's Ransom in 3:45 or less on Secret Agent Mode. That's a tall order, especially when you must escort Dr. Warmflash to the vault—and the sawbones isn't the fastest of runners. To eliminate the doctor mission, complete all objectives up to finding Mr. King. Enter the vault and look for a guard dressed in blue, standing near the entrance. He'll order you to find Warmflash, but if you zap him with the Stunner Watch, he won't be able to give the order. Go to the rear of the vault and talk to King, then zap the guard again on your way out. When you reach Q Division, you'll have finished the level with plenty of time to spare! You must be standing far away when you use the watch, or the guard will give the order anyway.



It's hard to give orders with 50,000 volts coursing through your body. Don't forget to zap the guard on the way out, too.

For more top secrets, infiltrate Nintendo's

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER



MUCH MAJORA

Cheats for The Legend of Zelda: Majora's Mask keep rolling in, and this month we'll give you insight into a wide variety of secrets. For starters, leave Clock Town and track down any square sign. Destroy it with your sword, then play the Song of Healing. The sign will magically repair itself! Keep reading for spot-on strategies on how to diffuse the Bomb Mask explosions and earn the grand prize in Honey and Darling's Target Shooting Game.

BLAST OFF

The Blast Mask allows you to use Link as a walking bomb, but it will damage him in the process. To use the mask without a heart penalty, simply raise your shield just before the mask explodes.



TARGET TERROR

If you go to Honey and Darling's East Clock Town shop on the third day, you can play a Target Shooting Game where you must hit moving targets with your bow within a short time limit. To gain a few seconds, shoot the dancing couple as they move by. They'll temporarily stop the timer, but you can keep hitting targets while the clock is stopped. If you win the various games three days in a row, you'll earn a Piece of Heart.



SIGN OF THE TIMES

The sign trick is useful if you accidentally chop down a sign that you need to read, but it won't work with the arrow-shaped directional signs.



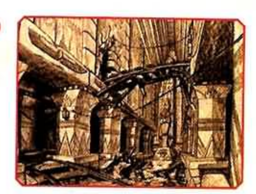
INDIANA JONES and the INFERNAL MACHINE

DR. JONES, I PRESUME?

Gamers everywhere have been swinging into action with Indiana Jones and the Infernal Machine, but only our crack team of archaeologists has tracked down the game's secret codes. All cheats are entered at the Passcodes screen, which is located under the Options menu. Classified Info braved poison darts, booby traps and lots of snakes to get the cheats, so we hope you find them to your liking.

ANTIQUE ROAD SHOW

You can use the code ANCIENT to unlock a video showroom chock full of preproduction sketches, paintings and other artwork.



SMILE REAL PRETTY

Input the code CHEESE!! to see a snapshot of the developers, and don't forget the exclamation points. Maybe the photo should have stayed buried...



PASSWORD	EFFECT
ABSPANN	IMMEDIATELY DISPLAYS THE END CREDITS
FORGEOFF	UNLOCKS ALL LEVELS—INCLUDING THE BONUS AREA, PERU
REALHARD	MAKES THE GAME MUCH HARDER
MUCKE	UNLOCKS THE AUDIO SHOWROOM



GREEN WITH CODE ENVY

Volume 144 contained a plethora of codes for Blossom's first GBC outing, The Powerpuff Girls: Bad Mojo Jojo—and now the spunky Buttercup wants her day in the sun. You can unlock extras in The Powerpuff Girls: Paint the Townsville Green by using the codes at the Enter Secrets menu. Some cheats will affect normal game play, while others will give you new Trading Cards that you can exchange with friends. The game play cheats are toggled on and off at the Use Cheats menu. Note that using graphic cheats won't give you new powers or abilities. It only changes your character's icon.



If you tire of saving the world with Buttercup, take Blossom out for a spin.

CODE	EFFECT
ROWDYRUFFS	UNLOCK THE BUTCH TRADING CARD
AMOEBABOYS	UNLOCK THE LOVELY TOWNSVILLE DUMP TRADING CARD
MOJOJOJO	UNLOCK THE BROCCLOID EMPEROR TRADING CARD
UTONIUM	UNLOCK THE BUBBLES GRAPHIC CHEAT
POKEYOAKS	UNLOCK THE BLOSSOM GRAPHIC CHEAT (IT WILL SAY "BUTTERCUP GRAPHIC" IN THE "USE CHEATS" MENU)
OCTIEVIL	UNLOCK THE MAYOR GRAPHIC CHEAT

The Powerpuff Girls Battle Him

BATTLE ON

Classified Information was all ready to go to press, when an enraged Bubbles suddenly came flying into the office and started tossing the computers around. So in the interest of fair play and our continued survival, we're printing the codes for her game too, The Powerpuff Girls: Battle Him. The passwords work just like the ones in Paint the Townsville Green, and you can look one column to your left for a refresher course on how and where to enter them. Since we've given you codes for all three games—if you include the ones in Volume 144—you should be able to assemble the finest collection of Powerpuff Girls Trading Cards on the block!



Scare away bullies and friends alike with an Evil Cat Trading Card.

CODE	EFFECT
PRINCESS	UNLOCK THE TOWNSVILLE CITY HALL TRADING CARD
MALPHS	UNLOCK THE TOWNSVILLE ART MUSEUM TRADING CARD
POWERPUFF	UNLOCK THE EVIL CAT TRADING CARD
MISSKEANE	UNLOCK THE BLOSSOM GRAPHIC CHEAT
LUMPKINS	UNLOCK THE BUTTERCUP GRAPHIC CHEAT
MCCRACKEN	UNLOCK THE MAYOR GRAPHIC CHEAT

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER



EASY MONEY

If it's Zennies you need, look no further. We've discovered a way to earn money quickly in Capcom's latest entry in the Mega Man series, Mega Man 64. Enter Apple Market, which is the first area of town you encounter, and look for a small, yellow can near the entrance. Kick the can over to the Bakery, then boot it up and behind the counter. The shopkeeper will give you 1,000 Zennies as a reward for picking up litter. Exit and reenter Apple Market to repeat the procedure as often as you like.



Kick the can has never been as fun or as profitable as it is in Apple Market.



WALKABOUT

Tired of the tennis tour? Mario Tennis for the GBC is unique in that it has a detailed back story for a sports game, but sometimes the long walk around campus is a little much. If you're not interested in seeing the sights, press A, B, Select and Start at the same time after starting a new game and beginning the tour. The system will reset, and your game will begin in the dorms with the tour completed.



You should go on the tour at least once, but vets beginning another file can take a pass.



CUCCO CRAMMING

We couldn't just let the Code Cop have all the fun, so we're serving up another cheat for The Legend of Zelda: Ocarina of Time. When you visit Talon at Lon Lon Ranch, he'll challenge you to pick three special Cuccos out of a flock of regular ones. Before talking to Talon, pick up all the Cuccos and stuff them into the space between Talon and the stairs. You'll need to work fast, but most of the Cuccos will stay put once you've thrown them into their new, somewhat cramped home. Next, go to Talon and accept his challenge. The three special Cuccos that Talon tosses will be absurdly easy to find!



A Cucco or two might escape from your trap, but just throw them back.

CODE COP



RUN, BAD CODES, RUN!

Evening, readers. It's the Code Cop here, once again walking the thin blue line to keep gamers free from the scourge of felonious cheats. Recently, I received an anonymous e-mail from a reader who claims that he defeated the Marathon Man in Ocarina of Time by losing the first race and then tying his time on the second try. Well, it sounded like a bunch of horsefeathers to me, but I checked it out anyway. And let me tell you, there's no way to beat that fellow. It just isn't possible. I even raced him in my patrol car, but he still beat me—and look at the engine on that thing! I did, however, write him a 250-Rupee ticket for speeding. Code Cop, over and out.



Run, run, run as fast as you can—but you'll never catch the Marathon Man.

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

to classified@nintendo.com or to the address above.

UBI SOFT, WITH THE HELP OF DIGITAL ECLIPSE, HAS RELEASED A GAME BOY ADVANCE VERSION OF THE 32-BIT CLASSIC RAYMAN— SETING THE BAR VERY HIGH FOR OTHER LAUNCH TITLES.

RAYMAN® ADVANCE

BREATHTAKING

Last year, Ubi Soft released a striking rendition of the classic Rayman escapade for the Game Boy Color, so it's no surprise that the bouncy hero is making an early debut on the Game Boy Advance. The quest is a basic run-'n'-jump platform adventure that translates perfectly onto a handheld system, but utilizes GBA's power to include the same clever design and gorgeous scenery that earned the game such praise when it appeared on next-generation consoles. With a plethora of challenging lands to explore and plenty of nasty bosses to beat, you better stock up on batteries and plan a long vacation.

Once you unlock a new area, use this map to navigate from one level to another. Each land has its own boss and several distinct levels, each of which contains numerous stages. As you can see, there's a lot of ground to cover!



THE SCIENCE OF ELECTOONS

Everything was great in Rayman's world until Mister Dark came along and captured the Great Protoon and scattered the Electoons across the land. Now Rayman must save the day.

RAYMAN TO THE RESCUE



Search high and low throughout every stage of every level for trapped Electoons. You won't be able to face a level boss until you save all the Electoons in the area.



One solid punch is enough to bust the steel and set the Electoons free. The tricky part is locating every cage. Most are tucked away in hard-to-reach places.

BETILLA LENDS A HAND

Betilla the Fairy is willing to help as long as Rayman can prove he's worthy. Survive the first few stages and Betilla will give you the power to punch, hang, grab and swing. Rayman can also learn how to fly.

FIST OF FURY



The longer you hold down the B Button, the further your fist will extend. If you duck or jump, your fist will follow you—a maneuver that comes in handy.

SWINGING



All work and no play makes for a dull adventure, so have some fun swinging from hoop to hoop. Press the B Button while in the air and you'll grab a ring.

HELICOPTER HAIR



Some levels will require Rayman to hover above treacherous valleys by flying with his helicopter hair. He can also use his locks as a blade to cut ropes.

SPEEDSTER



On certain slick paths, Rayman will need to gain speed and leap over gaping cavities. Press forward on the Control Pad and watch Rayman burn rubber.

GAMES WITHIN THE GAME

Find the magician and he will send you to a labyrinth filled with Blue Tings. Gather all the Tings before time runs out and you could be granted an extra life. Collect Tings on each stage.





THE DREAM FOREST

The Dream Forest begins with a couple of easy stages, but ends with a frantic race against a flood and a battle with a gigantic mosquito. By the end, Rayman will have the ability to punch, hang and grab.

PINK PLANT WOODS



On the third stage of the level, Betilla the Fairy will grant you the power to punch. Use your new skill to knock out enemies and bust cages full of Electoons.

ANGUISH LAGOON



While riding Moskito, stay toward the bottom of the screen to avoid bad guys. Toward the end of the stage, Moskito will start to fly faster, so be alert!

FORGETFUL SWAMPS



Punch a plum down the hill and ride it like a surfboard to reach the end of the stage. You can also ride plums across water in all levels of the game.

MOSKITO'S NEST



Each time you punch Moskito, he will spend a few seconds trying to recover from the blow. The instant he recuperates, try to land another quick jolt.

BAND LAND

Everything in this neighborhood seems to be a little off-kilter. Rayman will climb towering flutes, bounce off moving bongos and ride enormous maracas in an attempt to save more helpless Electoons.

BONGO HILLS



The pesky green aliens have a knack for dodging bullets. After throwing a punch, duck down so that your fist will hit the evading enemy on its way back.

ALLEGRO PRESTO



Ride maracas like hot-air balloons to the upper reaches of the stage and find secret areas packed with goodies. Steer the maracas by moving left or right.

GONG HEIGHTS



The bongos and clouds keep moving at a steady pace, so be patient and time your jumps carefully. One wrong leap will send you falling into oblivion.

MR. SAX



This boss plays one mean sax. Do your best to avoid the exploding notes and punch the false notes to send them spiraling back toward the enemy.

BLUE MOUNTAINS

Rayman's quest has taken him away from the colorful landscapes of the valley and into the dark caverns of the mountains. Along the way, he'll earn the ability to fly, which will allow him to reach the peaks.

TWILIGHT GULCH



Begin the first stage by jumping left, off the cliff. Electoons are trapped behind the guard. Smash the rocks with your fist, but watch for flying fragments.

THE HARD ROCKS



When riding clouds, use your fist to punch the large, swaying spikes out of your way. Be prepared to duck and jump around obstacles that appear suddenly.

MR. STONE'S PEAKS



Rayman will be able to fly at the start of the level. Use his helicopter hair to cut the ropes and prevent the water from flooding on the second stage.

MR. STONE



To eliminate the brawny Mr. Stone, pound the figure that's directly behind him. Use the boulder that Mr. Stone carries as a platform to reach the statue.

PICTURE CITY

Picture City can be frustrating, but you can master it if you plan your jumps carefully and look for rings in the air. You'll automatically bounce when you walk on the blue, starry surfaces, so be careful crossing them if there are tacks on the ceiling.

ERASER PLAINS



Start the level with a series of well-timed jumps, avoiding the slippery puddles of tar. Touch the fairy to shrink and advance through the tiny passage.

PENTATHLON



Notice that some of the valleys between the erasures are too wide to jump across. Leap into the air and use your helicopter hair to levitate over the gaps.

MAMA'S CRATER



On the third stage of the level, watch out for two yin and yang balls hovering below sharp spikes. Deliver two quick punches to knock them out of the way.

SPACE MAMA



Scamper around the area and duck often to avoid Space Mama and her flying pots. Try to jump and punch her in the helmet to finish her off for good.

THE CAVE OF SKOPS

As if the jumps aren't difficult enough to perform in broad daylight, the Cave of Skops adds a new twist by presenting some stages in complete darkness. On the bright side, there's lots of swinging in this land.

CRYSTAL PALACE



Rayman will spend the majority of this level swinging through the air. Always be ready to grab a ring, and watch for spikes that will send you falling.

EAT AT JOE'S



Joe will hand you a firefly to improve your visibility, but it won't help much on the first stage. During later stages, punch levers to advance.

STALACTITES



The sides of the crystal platforms are sharp and can cause Rayman plenty of pain. Study the patterns of the moving platforms before leaping onto them.

MR. SKOP



Mr. Skop is one crabby crab. Get ready to move before he flings his claw toward you. Peg him in the head repeatedly while staying out of his grasp.

SHOTS IN THE DARK

Before battling the ultimate enemy, you must conquer Mr. Dark's Dare by riding a speedy spoon across layers of slick whipped cream and climbing over candy-coated hills. Mr. Dark will chase after you, disguised as your evil twin.

MR. DARK



Mr. Dark will zip across the room, setting towering infernos as he goes. Position yourself between the raging flames and don't let the bad guy touch you.

ONE MORE ROUND

After overcoming the wicked Mr. Dark, Rayman will be forced to re-battle each one of the level bosses before the Electoon's world is saved. When it's all said and done, the Electoons should throw a huge party in Rayman's honor, because saving the land is no easy feat. Despite its challenging nature, Rayman Advance is an impressive and enjoyable portable gaming experience, thanks in part to stunning imagery and clever use of basic elements. Most importantly, the variety of levels gives this adventure a lot of replay value. It's a perfect title to add to your brand new Game Boy Advance collection.

TONY HAWK'S PRO SKATER 2™

Activision and Vicarious Visions are on deck for the Game Boy Advance launch party with a shrunken—but beautifully detailed—new Hawk.



Big Air, Little Box

If Tony Hawk's Pro Skater 2 for Game Boy Advance were displayed on a 20-inch television, casual observers might ask themselves, "Is this a new N64 game?" When you show it to them on the GBA, their jaws will drop. Its seamless 3-D movement and detailed textures push the boundaries of handheld gaming. Of course, all of that would be meaningless if the game weren't true to the traditions of THPS.







The biggest technical limitation of the GBA version of THPS 2 is its fixed camera angle. Once you get used to the perspective—and the see-through walls and ramps—you'll find that you can do just about anything that's possible in the home console versions of the game.



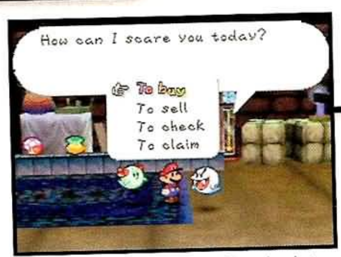
PAPER MARIO

HOW DO I BUY STUFF IN THE BOO'S MANSION SHOP?

The management at the Boo's Mansion Shop reserves the right not to serve patrons wearing blue overalls. Franky, the shopkeeper, won't sell you a thing until you talk to Lady Bow, the manipulative head Boo who floats around on the third floor. You'll have to make your way through the entire mansion to find her. Find the portrait of an old Boo, place it on the second floor then jump into it—you'll make a supernatural trip to the third floor. After you agree to do Lady Bow's bidding, Franky will be happy to sell you a Super Shroom or two.



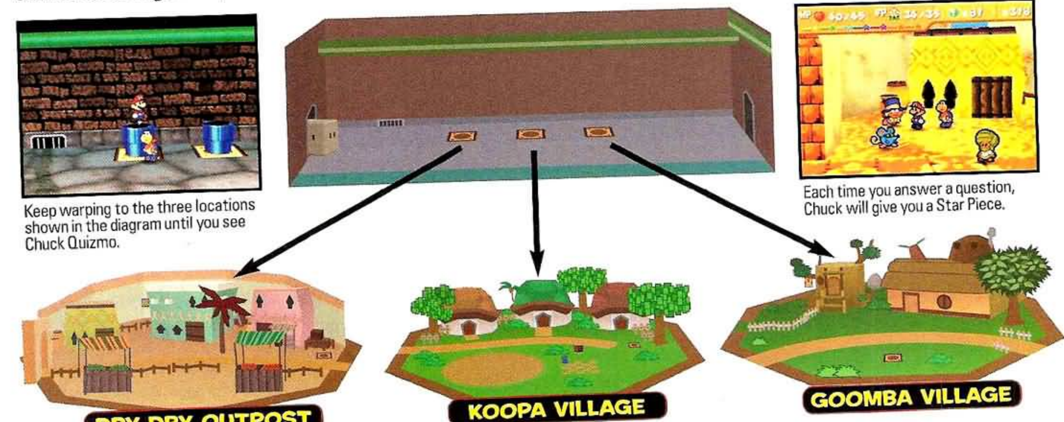
Franky would love to help you out, but his point-like appendages are tied. You'll need to talk to the grand Boo-Bah if you want some action.



Lady Bow always gets her way. If you do what she wants, she'll let Franky open the Boo's Mansion Shop for business.

CAN I FIND CHUCK QUIZMO IF I LOOK FOR HIM?

Yes! Chuck Quizmo's appearances are random, but you can maximize your chances of finding him if you follow certain paths. Go to the room in Toad Town Tunnels that contains three Warp Pipes, then warp back and forth to the three locations on the other ends of the pipes until Quizmo appears. After you answer 64 questions, he'll stop appearing.



Keep warping to the three locations shown in the diagram until you see Chuck Quizmo.

Each time you answer a question, Chuck will give you a Star Piece.

SPIDER-MAN

HOW DO I DEFEAT MYSTERIO?

The three-story tall Mysterio may seem unbeatable at first, but a few well-placed Impact Webs will make short work of him. Start by knocking out the six glowing crystals on his costume. When he begins to fire energy beams at you from his chest, hit the two sources of the beams with Impact Webs. Finish him off by attacking his head.

You'll need to leap among three levels so you can target Mysterio's six glowing crystals.



Once the crystals are gone, you'll need to knock out the two energy beams with Impact Webs.



Fire a couple of Impact Webs at Mysterio's head dome to finish the fight.

HOW DO I DAMAGE DOCTOR OCTOPUS?

When you first meet Doc Ock, he'll be protected by an energy field. You'll soon discover a serious flaw in his defenses—an on/off switch will drop down from the ceiling after you hurdle the energy walls that radiate from the center of the room. Each time you hit a switch, you'll need to jump over a greater number of energy walls to get to the next switch. After you've hit the switch four times, the shield will temporarily drop and you'll be able to inflict damage on Doc Ock. Repeat the process until you've defeated him.



Watch out for Doc Ock's tentacles as you vault over energy walls. Punch the on/off switch, or fire Impact Webs at it.



The bad doctor will be temporarily helpless while his shield is deactivated. Keep hitting him until the shield repels you again.

WHAT'S THE BEST WAY TO ELIMINATE CARNAGE?

When a Symbiote attached itself to a twisted criminal, the result was Carnage—two of Spider-Man's deadliest foes in one package. Carnage will slash you and splash you with caustic liquid if you let them get near you, so keep running to stay out of reach. Shoot the villains with a web line then yank them toward the sonic field to cause damage.

Carnage will slash at you with their axelike hands if you let them get close to you.



Maintain a safe distance from Carnage, shoot a web line at them, then swing them into the field.



The sonic field will regenerate after Carnage takes a hit. Use the time to grab power-ups.

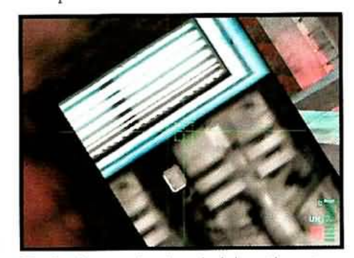
HOW DO I ATTACH THE TRACER TO THE LIMO?

The limo on the Chicago: Stealth level will drive away a few moments after you begin the mission, so you'll need to plant the tracer quickly. Slip between the fences to the sewer area then enter the second tunnel you find. Go down the tunnel until you are beneath a sewer grate. Equip the tracer, target the limo's undercarriage then place the device.


As a Perfect Agent, you'll have the Tracer Bug at the start, so don't bother going to the drop point.



Enter the long tunnel then follow it all the way to the grate at the end.


The limo is conveniently parked above the grate, so all you need to do is target it from the tunnel.

HOW DO I DISABLE THE SHIELD SYSTEM ON COVERT ASSAULT?

Before you disable the shields, you'll need to disable the two Skedar guards. Sneak up behind the first Skedar warrior then stab it in the back. Change your weapon's function to Throw Poison Knife then toss it at the second Skedar. Grab the monsters' Maulers and ammo, then carefully aim at the three odd terminals in the room to disable the shields.



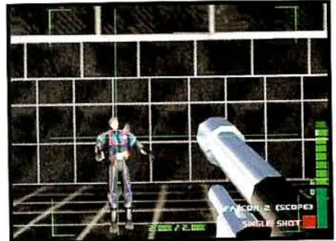
The first Skedar warrior will go down without much of a fight if you surprise it from behind. A frontal attack is much tougher.


You'll probably get only one throw to take out the second Skedar monster. It takes a couple of seconds for the poison to do its job.

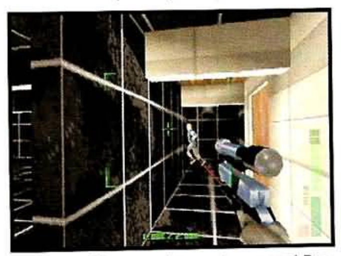

If all goes well, you'll have enough ammo to destroy all three alien control panels. It takes three shots per terminal.

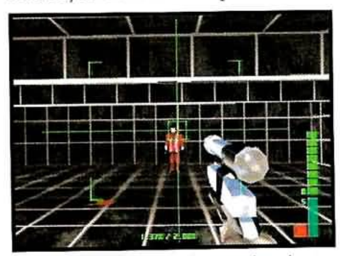
HOW DO I DEFEAT THE THREE DUELISTS?

You'll face three foes in The Duel: the dataDyne Guard, Jonathan Dark and Trent Easton. In each case, you'll probably only have one or two shots—if you're lucky. The toughest opponent is Trent, who will nail you if you try to run. Your best bet against him is to turn and crouch before you fire. Jonathan hides behind a wall, so you should sneak up behind him.



You can run to evade the dataDyne Guard, but your best bet is to just turn, aim and shoot.


Jonathan will be gone when you turn around. Run behind the wall to catch him from behind.


You will probably need to take several cracks at Trent. It will take perfect, lightning-fast aim.

THE LEGEND OF ZELDA: ORACLE OF SEASONS

HOW DO I MAKE MOOSH OR DIMITRI MY PET ?

Most people will end up with Ricky as their pet, but you can befriend Dimitri or Moosh if you find a flute before you retrieve Ricky's Gloves for him. If you compete in the Subrosian dancing game until you win a flute, Dimitri will become your pet. Buy a flute in the Horon Village Shop to make Moosh your pet. You'll find either pet in Spool Swamp.



Dance the day away to win a flute. When you go to Spool Swamp, you'll rescue Dimitri and make him your pet.



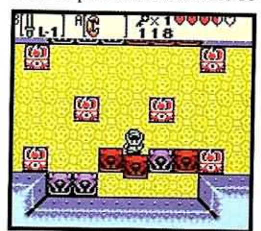
If you stop by the Horon Village Shop before you find Ricky's gloves, you'll be able to buy Moosh's Flute.

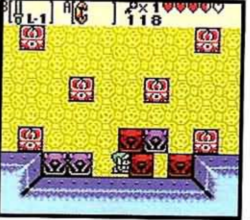

Dimitri can swim to Sunken City through treacherous, flooded regions of Holodrum.


If Moosh becomes your pet, pitted walkways will separate you from Sunken City. Fly over them.

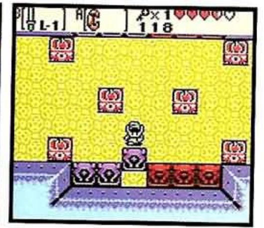
HOW DO I SOLVE THE STATUE PUZZLE IN POISON MOTH'S LAIR ?

The red and blue statue puzzle in Poison Moth's lair is deceptively complex. You'll need to position six statues so that they match a line of identical statues on the opposite side of the hallway. Start by pushing two blue statues and two red statutes against the wall, then shift the remaining statues away from each other so you can move them into place.


Start by pushing the two leftmost blue statues and the two rightmost red statues against the wall.


Push the remaining red statue to the right then shove the other two red statues together.


Push the third red statue against the wall so it lines up with the other two red statues.


Once the red statues are in position, all you need to do is push the blue statue into the remaining slot.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

Magi-Nation

Q: Why did the Ferryman leave?

A: You must pay the Ferryman an extra 300 Animite so he'll wait to take you back.

Q: Is there a fast way to pick up energy?

A: Try to use high-level creatures when you battle. If you defeat an enemy with one hit, your energy reward will be doubled.

Q: Where do find the Cloud Frond?

A: You'll find it when you escape from Marog's Prison.

Donald Duck: "Goin' Quackers"

Q: How do I use the Teleporter?

A: Stand in the center of it then press B.

Q: How do I access the Save Menu?

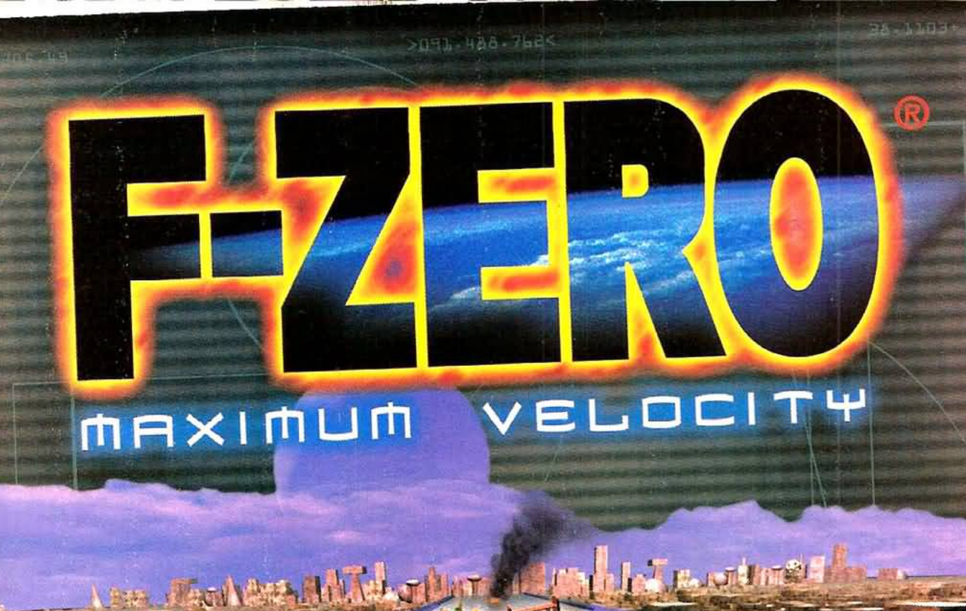
A: You can access the save menu only by pressing Start while you are in Gyro's lab.

Q: How do I collect Teddy Bears?

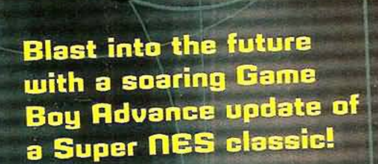
A: Hit a book then run back to a Teddy Bear before the timer runs out.

Make the Most of Your Game Counseling Call!

Starting this month, Counselors' Corner will provide tips for prospective callers to Nintendo's Game Counselors. This month's tip: Make sure you have a pencil and plenty of paper handy before you make your call. You may need to jot down some notes.







©2001 Nintendo

Blast into the future with a soaring Game Boy Advance update of a Super NES classic!

MAXIMUM MODES

F-ZERO Maximum Velocity's blazing world of white-knuckle racing thrills includes a Grand Prix competition with unlockable tracks and machines, a training mode and two types of multiplayer action—more features, more fun.



Join the F-ZERO Maximum Velocity Grand Prix to take on a field of fierce competitors in four series of five races each.



In Training Mode, you can select from all unlocked machines and tracks and configure a computer-controlled pace racer.



A Multipak Link for up to four players requires a Pak for every racer. Select from the most accomplished player's unlocked options.



With a Single-Pak Link, you can upload a custom track to as many as three other GBA systems using GBA Game Link Cables.



When you register rankings in every race, you can enter the Championship Circuit.

nintendopower.com

FACE OFF WITH THE FUTURE'S FINEST

While F-ZERO Maximum Velocity takes place a quarter-century after the original, the shadows of Captain Falcon and his contemporaries loom large over the field. The pilots of the new generation are driven to show that they belong among the F-ZERO elite, and they have the right equipment for the task. It's an all-new game—faster and more competitive.



Hot Violet pilot and karate expert Megan flies at a boosted speed of 579 km/h for six seconds—the best boost combo of the first four available machines.

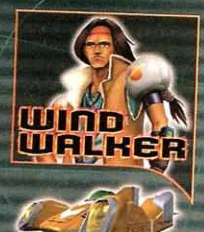


Fireball designer and pilot Mickey Marcus has created a sturdy frame that can take more hits than any machine in the opening field. He'll always stay in the race.





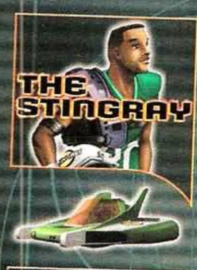
The design of Jane B. Christie's racer shows her love for vintage cars from the 20th century. It has long boost duration and excellent balance—a good beginner's choice.



With the best turning ability and the highest boost speed of the first four machines, pilot Nichi's Wind Walker performs in turns and straightaways.



Maintained by expert mechanics with the most advanced tools, Lord Cyber's Sly Joker tops out at a normal 436 km/h and a boosted speed of 591 km/h.



With two engines stacked on top of each other, Alexander O'Neill's sturdy Stingray can maintain its 525 km/h boosted speed for up to 12 seconds.



Designed by F-ZERO legend Dr. Stewart, the Silver Thunder has a strong frame and good balance. Blitz Wagner controls the machine with quiet mastery.



With great acceleration, and above-average balance, the Falcon MK-II is a well-rounded machine. The pilot, Kent Akechi, claims to be Captain Falcon's son.



"The Bullet" Kumiko's Fighting Comet is one of the fastest machines on straight sections, with a boosted speed of 593 km/h and boost duration of nine seconds.



Yazoo Jr., the son of racing machine designer Professor Yazoo, pilots the ultra-exclusive Jet Vermillion. It's the only machine to break the 600 km/h barrier.

RULE THE TRACK WITH WINNING MOVES

With solid strategies and a lot of practice, you can take the Maximum Velocity Grand Prix by storm. While the "ready" message flashes, press and hold the accelerator to warm up the engine, releasing it periodically to ensure that the engine doesn't overheat. If your timing is right, you'll blast off with a Rocket Start. The Blast Turn technique will help you gain control and maintain speed in tight corners. Press and release the accelerator quickly and repeatedly while turning to execute the move. When you hit obstacles, your racer will lose power, bringing down its top speed. Use Pit Zones to repair.

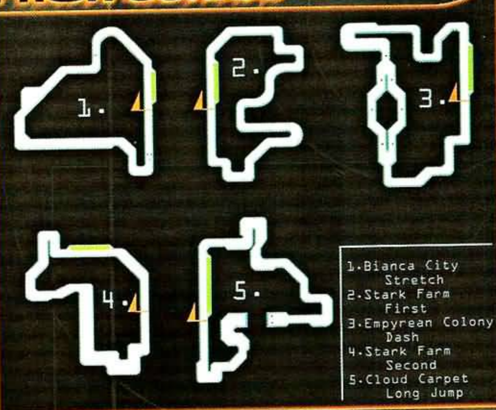
UNLOCK A WORLD OF RACING

You can unlock machines and courses with racing accomplishments. By completing the Pawn, Knight and Bishop Series at Standard Class difficulty, you'll unlock the Sly Joker. Do the same in Expert Class to unlock the Stingray and the Queen Series. Complete the Queen Series at Expert Class to unlock the Silver Thunder and Master Class. Master Class accomplishments get you the Falcon MK-II and the Fighting Comet. The Jet Vermilion will be yours after you complete every race with every machine in Master Class or after you complete the Championship Circuit 255 times.

GRAND PRIX

Twenty-one courses, one winner—the F-ZERO Maximum Velocity Grand Prix is a top-speed battle for the checkered flag in four competitive series. The series build progressively in their level of difficulty. Start at the Pawn Series and work your way up to the Queen Series. You'll unlock the Queen Series after you complete the first three series in Expert Class.

PAWN SERIES





PAWN 1

The first race serves as an introduction to track elements such as Speed Down Areas and Jump Plates. When you clear the final curve, drift toward the center to line up with a speed-enhancing Dash Plate.



PAWN 2

Stark Farm's curve-riddled First Circuit is a good place for Blast Turns. Tap the accelerator repeatedly to maintain control on tight turns. The last few curves have rough shoulders. Stay in the clean, smooth areas of the track.



PAWN 3

The Empyrean Colony Dash Circuit splits into two sections that are mirror images of each other. Try to separate from the competition at the split and hit every Dash Plate as you go.



PAWN 4

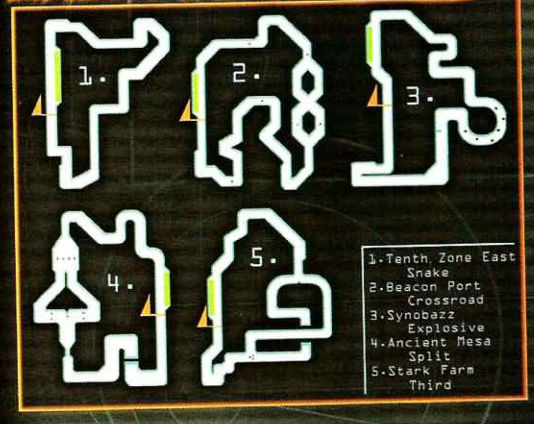
Rough Speed Down areas spread from the shoulder to the center of the track in Stark Farm's Second Circuit. If you hit a Speed Down Area, you will slow down in a hurry. Steer toward the clean and smooth track.



PAWN 5

The Pawn Series concludes on a course in the clouds. In addition to two 180-degree curves, where the Blast Turn maneuver is a must, the course features one long gap. Hit a Dash Plate before you jump.

KNIGHT SERIES





KNIGHT 1

The angular Snake Circuit of Tenth Zone East has nine corners that are 90 degrees or sharper. The tightest turn bends 135 degrees to the right and leads into the backstretch. Use the Blast Turn technique to stay inside.



KNIGHT 2

When you hit the middle of the figure eight on the backstretch of the Beacon Port Crossroad Circuit, continue racing straight across the intersection and adjust your speed if you're on a collision course with crossing traffic.



KNIGHT 3

Riddled with Explosive Traps and lava, the Synobazz Explosive Circuit is a dangerous race. When you reach the lava at the end of the backstretch, hit the Jump Plate and drift to the outside while you're soaring over the hot stuff.



KNIGHT 4

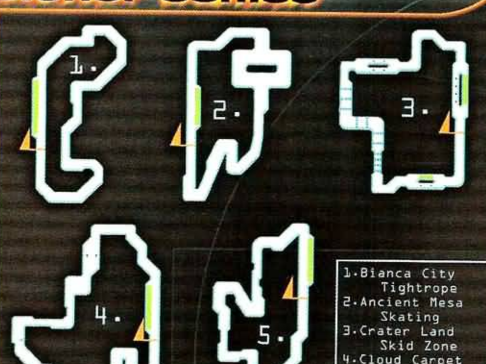
The Ancient Mesa Split Circuit is your introduction to slick surfaces. Execute Blast Turns to maintain control on icy curves and make use of the Dash Plate where the split tracks merge to correct your trajectory.



KNIGHT 5

Stark Farm's Third Circuit is the only track that splits into two paths with completely different features. If you go left at the split, you'll encounter Speed Down Areas. If you go right, you'll fly over a long gap.

BISHOP SERIES



BISHOP 2

Tight turns on solid ice are more the rule than the exception on the slick Skating Circuit of Ancient Mesa. Blast Turns are the best way to handle the sharp angles, though you could gamble by bouncing off the rail.



BISHOP 3

The Motion Plates of Crater Land's Skid Zone Circuit will have you veering dangerously close to the rails. If you are low on energy from rail collisions, you should choose the Pit Zone over Dash Plates where the track splits.



BISHOP 4

A track on the backstretch is covered with Speed Down areas on the shoulders. Even if you have to go over more ground, you should avoid rough sections and seek out smooth ones.



BISHOP 1

The Tightrope Circuit of Bianca City is deceptively twisty. You'll find few straight sections on the backstretch that are good for passing. If you Boost out of the last tight turn, you could gain ground as you reach the homestretch.



BISHOP 5

The Bishop Series finale is pinched by narrow sections. Driving accuracy is more important than all-out speed. At the opening of the backstretch, the track funnels left, then right. Stay centered and make slight adjustments.






QUEEN SERIES





QUEEN 2

You'll clear five wide gaps on the Tenth Zone East Plummet Circuit, drifting left or right to reach the brightly lit landing zones. The path splits at the fourth jump. When it comes together again, watch for merging traffic.



QUEEN 3

Twist Plates are the most dangerous elements on the middle course of the Queen Series. If you hit a Twist Plate, you could easily spin out of control. Try to avoid them, but be sure to hit the nearby Dash Plates.



QUEEN 4

The backstretch of Fire Field's Land Mine Circuit is loaded with Explosive Traps. You'll find that it's easy to avoid them in the straight sections but more difficult to steer around them on the curves. Be careful!



QUEEN 1

Hit the two Jump Plates on the backstretch of the Crater Land Loop Circuit to skip over large Speed Down areas. Drift across the track while soaring to avoid all of the rough stuff.



QUEEN 5

Explosive Traps are concentrated in two sections of the Fire Field Warrior Circuit. You can fly off Jump Plates to avoid most of them, but land carefully and be prepared to maneuver quickly on the ground.

CHAMPIONSHIP CIRCUIT

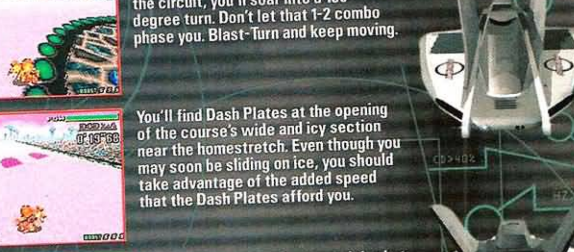
When you register a ranking-worthy time in every course, on every series, you will unlock the Championship Circuit. That final track is the ultimate Time Attack course. It has ice, Speed Down areas, Explosive Traps and several sharp turns—an expert racer's dream. If you want to keep pace with the best registered time, you can enable the Champion Ghost feature.

CHAMPIONSHIP





After you zigzag through a field of Explosive Traps near the beginning of the circuit, you'll soar into a 180-degree turn. Don't let that 1-2 combo phase you. Blast-Turn and keep moving.





You'll find Dash Plates at the opening of the course's wide and icy section near the homestretch. Even though you may soon be sliding on ice, you should take advantage of the added speed that the Dash Plates afford you.



Cornering on ice can be very tricky, but if you've made it to the Championship Circuit, you know how to deal with slippery turns. Use the Blast Turn technique to maintain control and stay away from the outside rail.

MULTIPLAYER MODES

There are two ways to race with multiple players. Both multiplayer modes require a GBA for each player (up to four) and enough GBA Game Link Cables to connect all of the systems. With a single Game Pak, you can upload an exclusive course to all linked GBA systems. It's a good introduction to the game for players who are new to it.

SINGLE PAK





The tightest turn on the track includes a Speed Down area on the outside shoulder. If you go wide on the corner, you'll cover too much room and lose speed at the same time. Use the Blast Turn technique to cut into the turn.



The Jump Plate is too far from the curve to offer a corner-cutting opportunity, but it is the only place on the course where you can pick up some speed in the air. Press Down on the Control Pad for a smooth landing.



You'll reach a pair of Dash Plates on your way to the homestretch. If you hit them both, you might have a difficult time snaking around the curves. Hit the first one and Dash again only if you can handle the added speed.



MULTIPAK LINK



The Multipak Link requires a Game Pak for every linked game system. When you hook up, you'll be able to select from the courses and machines that are unlocked on at least one of the Game Paks.

THE FINISH LINE

F-ZERO Maximum Velocity is a feature-packed thriller that sends you into the future of rocket-powered racing. If you master the basics and practice, you'll go a long way in a hurry.



You found the Ocarina!



Sweet Potato

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A ROBOT BEE SEARCHES FOR HIS MISSING MAKER IN PINOBEE, FROM ACTIVISION. HELP HIM HOP, POP AND ZIP THROUGH DOZENS OF COLORFUL, ACTION-PACKED LEVELS.



Got to Have Heart

Robot Pinobee has nearly all of the essential bee parts: a stinger, wings, fast legs and an engine for beeline dashes. The only missing piece is the heart that Grandpa Bee was going to add before he vanished. Pinobee must find his maker if he's going to be a complete bee.



Bee Prepared

It's a jungle out there, or at least a fairly hostile meadow, and it pays to be ready for anything. After you select a diary to save your progress, choose the first level and get a feel for Pinobee's moves, especially hovering and dashing. When you're ready, start exploring. You can quit any time and return when you're ready to go again.

Save Your Progress



You'll begin the game by selecting one of three diaries. Pinobee will write an entry in the diary at the end of each level, automatically saving your progress and offering clues about what you might have missed.

Know Your Options



You can access several important features through the main menu: select a stage, check your item inventory, read Pinobee's diary for clues about each level, and trade items with another player. Trading items requires two GBAs, two Pinobee Game Paks and a GBA Game Link Cable.

Build Your Inventory





There are 54 items in three different colors scattered throughout the game world. When you collect items, they'll appear in the Item Holder. If you collect the right items, you can earn new abilities and even change the story.

Your Adventure Bee-gins

On your quest to find Grandpa Bee, you'll explore nine sections of Pinobee's meadow—each one packed with secret areas and hidden items. As you buzz along, you'll develop new abilities that will allow you to explore more. If you learn an ability in a late level, you can explore previously unreachable areas in earlier levels.

1. Cozy Forest



Mysterious Switch



You'll find the Flower Switch in the middle of the level. There are similar switches in other game levels. By finding and hitting all of the switches, you will trigger an important event near the end of the game.

Go Underground



The entrance to the lower-left area of the first level is blocked. The only way to get there is through a teleporter in the upper-left corner. Return to the level after you earn an extra Dash, then fly up and teleport down. You'll find a rare item.

Metal Monster



Every level has a golden enemy that has influence over the game's other enemies. If you fail to defeat a golden enemy, the creatures in the next level will become more powerful and it will figure into the ending, too.

2. Cozy Forest



Cricket Conversation



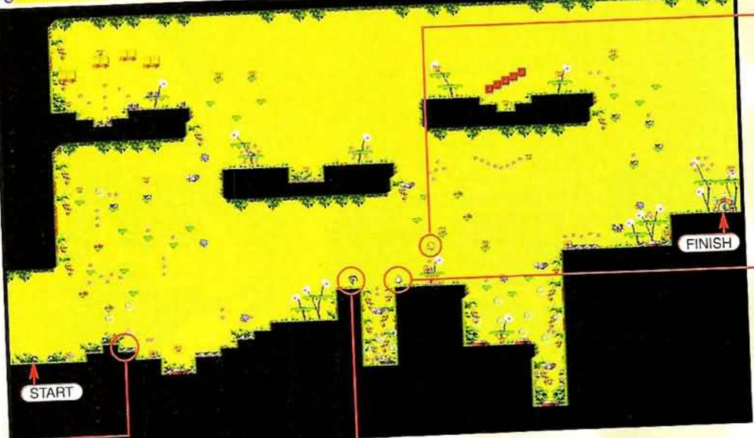
You'll happen upon the character Cricket for the first time near the end of Level 2. Walk up to him and chat, but don't sting him. If you sting friendly characters, your adventure will be more likely to end at Level 22, rather than continue to Level 27.

Quiet Cove



As you close in on the cove in the lower-right corner, the music shifts to a quiet theme. You'll find an item in a bubble there. Jump up and Dash into the bubble, you'll collect the item as you fall to the platform.

3. Cheerful Flower



Checkpoint



The pyramid-shaped floating crystal is a checkpoint. Touching it will restore your health and save your progress.

Bubbles Bounce



The chain of bubbles at the beginning of the level trails up to its higher reaches. When you hit the first bubble, you'll pop up to the top like a pinball bouncing off bumpers.

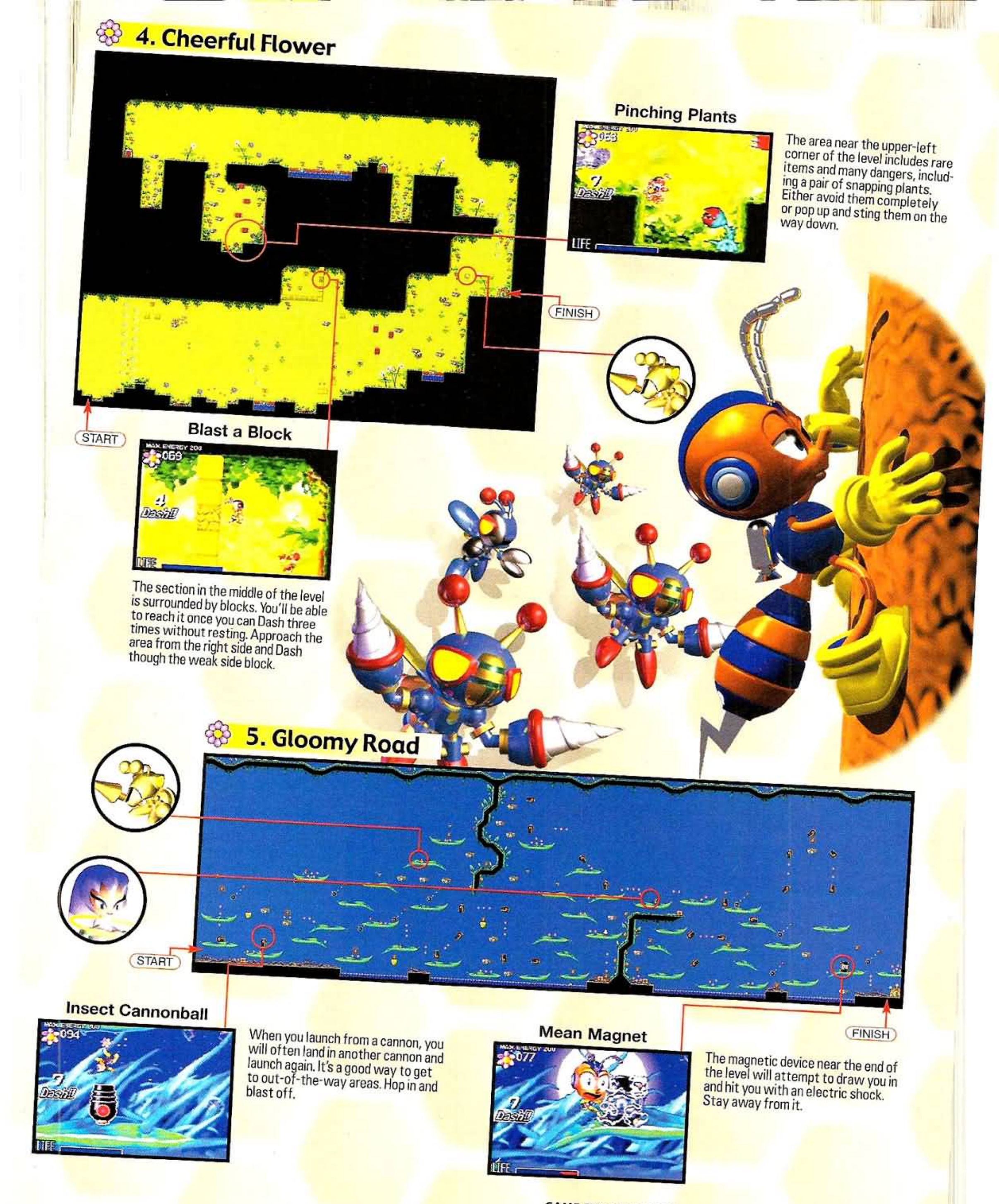
Friendly Fairy



Seek out the Fairy and listen to what she has to say. She'll add to your Dash ability. You can return to earlier levels with that additional and get to places that were previously out of reach.



4. Cheerful Flower



Pinching Plants

The area near the upper-left corner of the level includes rare items and many dangers, including a pair of snapping plants. Either avoid them completely or pop up and sting them on the way down.

Blast a Block

The section in the middle of the level is surrounded by blocks. You'll be able to reach it once you can Dash three times without resting. Approach the area from the right side and Dash though the weak side block.

5. Gloomy Road

Insect Cannonball

When you launch from a cannon, you will often land in another cannon and launch again. It's a good way to get to out-of-the-way areas. Hop in and blast off.

Mean Magnet

The magnetic device near the end of the level will attempt to draw you in and hit you with an electric shock. Stay away from it.

6. Gloomy Road

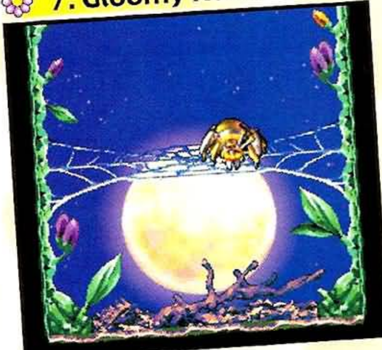
START

FINISH

Another Switch

The Wind Switch in the sixth level is connected to the first level's Flower Switch. There are more switches to find in the later levels. Push them all.

7. Gloomy Road



Sticky Situation



The robot spider of Gloomy Road drops spiked balls and webbing. When you get caught in the webbing, you'll be vulnerable to the spider's attack. Wriggle out of the web and drop to the ground.

Bounce the Bombs





You can use the spider's bombs to your advantage. While the spider is lowering a bomb to the ground, jump up and Dash into the explosive device. It will bounce back and hit the spider.



More Adventure Awaits

There is much more game to play. When you earn additional Dashes, remember to return to earlier levels and explore the areas that were once out of reach. That way, you'll be able to find all of the inventory items and hit all of the switches. If you are nice to freindly characters, collect all of the items and defeat the golden enemies, you'll buzz up to the 27th level and see one of the more favorable of eight different endings. Don't worry. Bee happy!

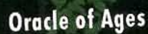


©2001 Nintendo



Dueling in dual GBC adventures, Link has double the trouble, but you'll be getting double the help. In part two of NP's Zelda strategy guide, you'll swashbuckle your way through the fifth dungeon of Oracle of Ages and learn how to earn the Iron Shield and Noble Sword in Oracle of Seasons.

EVERYONE E CONTENT RATED BY ESRB



Whether Link's adventure spans four seasons or 400 years, the Hyrulean hero's two GBC adventures require strategies of epic proportions. Last month's Zelda twofer focused on Oracle of Seasons. In this month's tips, the emphasis shifts to Link's other quest. The time has come for Oracle of Ages.



Oracle of Ages





After conquering the first dungeon and earning the Harp of Ages in last month's Zelda strategies, Link will be ready to travel back in time and explore dungeons two through five.



Oracle of Seasons





Last month, you earned the four powers for your Rod of Seasons. This month, you'll learn how to use them to enter the Unicorn's Cave, earn the Iron Shield and trade up to a Noble Sword.

Oracle of Ages

Labrynna World Map

Link's adventures in Oracle of Ages take place in Labrynna, a world he must explore in both the present and the past. If Link is traveling in present-day Labrynna, the map coordinates will correspond to the top overworld map. The bottom map depicts Labrynna in the past.

A B C D E F G H I J K L M N

1 2 3 4 5 6 7 8 9 10 11 12 13 14

N W E S

Only areas covered in this article are shown on the map.

LABRYNNA WORLD MAP—PRESENT

A B C D E F G H I J K L M N

15 16 17 18 19 20 21 22 23 24 25 26 27 28

LABRYNNA WORLD MAP—PAST

Times Are Changing

Evil Veran has traveled back in time. To stop her from rewriting history, you must find the eight Essences of Time. Talk to the Maku Tree to find out where they are.

Queen Ambi's Black Tower

To plunge Labrynna into the Age of Darkness, Veran has tricked Queen Ambi into building the Black Tower at G22 in the past. The spire will be the site of your final battle.

Queen Ambi

Queen Ambi has the bombs you'll need to enter the Wing Dungeon, but you'll have to find Mystery Seeds before you'll be able to meet her highness. Warp to the past to fulfill her regal request.

Mysteries of the Deku Forest



In the past, use your Seed Satchel's Ember Seeds to torch the scrawny tree in A24. Follow the path to B22, then take the stairs. When you reach A23, swing your sword at the tree to harvest its Mystery Seeds.

Bombs from Queen Ambi



You can sprinkle Mystery Seeds on owl statues—like the one at A23—to hear hints, but save some seeds for the queen. As you backtrack through the forest, a royal guard will take you to her and she'll give you bombs.

Wing Dungeon

With the explosive gift you receive from Queen Ambi, you'll be able to take off for the Wing Dungeon. In Labrynna's second dungeon, you'll earn the second Essence of Time and the ability to jump.

WING DUNGEON: 1ST FLOOR

Key · Gasha Seed · Essence · Boss Key · Dungeon Map · Key · Compass · Entrance · Key · Roc's Feather · Boss

WING DUNGEON: BASEMENT

Key · Key

An Explosive Entrance



After receiving bombs from Queen Ambi, head to the Wing Dungeon entrance at D23. Place a bomb at the cave's doorstep to enter.

1. Color Coordinating




As long as you have a shield, you'll be able to deflect the charging beetles in room D4 so you can attack their vulnerable underbellies. Exterminate them to enter room C4, then push the color cube into the hole. If it lands red-side up, the north exit will open.

2. Dungeon Map and Key





In C3, bomb the crack in the room's east wall. Walk through the hole you've blasted to enter D3. Once you've snagged the map from that room, head to A2. Defeat all the enemies that lurk there to win a key.

3. Boom to the Secret Room



Backtrack to room D4 and use your key to unlock the east door. In E4, bomb the south wall to reach staircase A in room E5. Head downstairs to the tunnel, then cross the side-scrolling passage to battle for a key in room F6.

4. The Compass and a Cart Ride



From F6, return to E4 and fight the snakes. Once you've turned all the hissers into history, you'll be able to slide the misaligned block sideways so you can reach the compass. Pocket your prize, then go to D3 and ride the rails.

5. Swoop



Hop off the train to meet Swoop, a winged demon in B1 that will create a hole almost everywhere it touches down. Since Swoop can't pound through the blue tiles, station yourself on the blue perimeter and slash it when it lands.

6. As Light as a Feather



After you've permanently grounded Swoop, exit B1 through the upper door and descend staircase C. Hightail it to C8 and take staircase D. Downstairs, you'll find Roc's Feather, an item that will enable you to jump.

7. On the Right Track



With your new hopping abilities, return to C8 and jump over the yellow tile until it turns red like the tile to the left of it. When the tile colors match, exit east and ride the mine cart to D7. Bomb your way into E7 to find a key.

8. Workin' on the Railroad



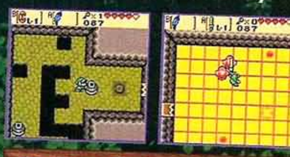
In D7, push the color cube into the hole so it lands blue-side up and raises the railroad gate. Chug to room C7, then solve the puzzle by hopping over the tiles. Match the blue-and-yellow pattern to win a key.

9. All Aboard for a Gasha Seed



Return upstairs to C1, then reenter through B1's lower door so you can hop to the red floor tile in C2. Jump over it until it turns blue to raise the railroad gate, then ride the cart to E3 to retrieve a Gasha Seed from a chest.

10. Uncovering the Boss Key



Weigh down the floor button in E2 by sliding a pot on top of it. Exit east to G2, where you'll win the Boss Key by defeating the camouflaged blobs. If you hop over the center tile, you'll be able to see them and harm them.

11. Matching Statues



Earn the key in F3 by arranging the statues on the right so they match the formation of statues on the left. You can move only the statues that match the color of the tile in front of the torch lamp. Hop over the tile to change its color.

The Battle with Head Thwomp



Drop bombs onto the Thwomp's head and duck into the lower-right corner to dodge its attacks. When you blast it, the head will spin, showing its many faces. If it stops on red, it'll take damage.

Setting Sail

You'll find the third Essence of Time stranded on an island. To make your voyage to it go swimmingly, you must first secure a few seafaring items. Begin your preparations by visiting Cheval in the past.

Learning the Ropes







In the past, visit Cheval in area J22. Cheval will tell you about the industrial-strength rope he's developing. When you leave his house, Ralph will intercept you and tell you that the rope is a reality in present-day Yoll Graveyard.

Saving Moosh



Warp to the present and head east to Yoll Graveyard, where a bear-like creature named Moosh will be surrounded by ghosts. Swat all three spirits away so Moosh can give you a ride.

Under Cheval's Grave



Ride Moosh to area L6, and use him to fly you to the northwest headstone. Push it to go underground. Below the surface, pull the lever to open the barricade enclosing Zora's Flippers.

Cheval's Rope



The flippers will allow you to swim and dive. Dip your toes into the deep water in Cheval's grave, then swim northwest around the reef to recover Cheval's special rope.

Tying up Loose Ends





Return to the past and deliver Cheval's rope to Rafton in his waterfront house at H25. Rafton will build you a raft, but you'll need the Island Chart. Ricky the kangaroo will help you find it, so meet him in the present at K7.

All Jumpy and Tingly



Dig up the beach south of Ricky to unearth his boxing gloves. Return them to the kangaroo to get a lift. Ricky can hop over pits and up cliffs, so ride the marsupial to J8, where Tingle will give you the Island Chart.

Shoving off for High Seas





Once Ricky hops you to Tingle, exit the kangaroo's pouch. Do some hopping of your own, and swing your sword in midair to slash Tingle's balloon. Get the Island Chart from Tingle, then visit Rafton in the past to set sail.

Shipwrecked on Crescent Island



A storm will rock your raft when you sail toward J24. You'll wash up on Crescent Island, where the reptilian inhabitants called Tokays will steal all your stuff. To recover everything, follow the steps listed on page 72.

The Tokays

Stranded without any items, you must find the Tokays who have stolen your goods. You must trade with the Tokays to regain all of your items, though you can also buy your shield from a Deku Scrub at M26.

Shovel and Sword



Begin rebuilding your inventory by heading south. Comb the beach at L27 to recover your shovel from a Tokay, then go north to L26. Inside the cave, push shells and dig up dirt mounds to reach the Tokay who has your sword.

Wild Tokay Challenge





Climb the ladder at N26 and bomb your way through the cracked cave entrance. Inside, use the Power Bracelet to toss meat to every passing Tokay so you can win the Scent Seedling. At M25, plant your prize.

Power Bracelet and Seed Satchel



Back at the trading hut at N25, barter until you get the Power Bracelet. Reenter the cave at L27, then heave the rocks blocking the northwest pool. Dive in, then take the stairs at the surface to nab the Seed Satchel.

Power Bracelet and Bombs



After snagging your sword, enter the trading hut at N25 and swap your shovel for the Power Bracelet. Using the bracelet, lift the rock at N27 and take the stairs to the chicken hut to find bombs.

Roc's Feather and Zora's Flippers



Return to the trading hut at N25 and exchange items until you end up with Roc's Feather. Blast open the cave at L27, then hop from shore to shore until you reach Zora's Flippers.

Mystery Seeds and the Harp of Ages





With the Seed Satchel in tow, trade Mystery Seeds at the trading hut to receive Roc's Feather. Using the Power Bracelet and Roc's Feather, traverse the cave at L28 to retrieve the Harp of Ages.

Before Warping to the Present



Push the green bulbs at K26, K28 and M27 in front of the indented areas in the cliffsides. When you warp to the present, the bulbs will sprout into vines you can climb.

Scent Seed Swapping



In the present, visit M11, the place where you planted the Scent Seedling in the past. The seedling will be a Scent Tree and you'll be able to trade its Scent Seeds to the Tokay trader at N25 in the past. After reclaiming all of your items for good, warp at J28.

Moonlit Grotto

By warping to the present from area J28, you'll be able to stroll to the third dungeon's entrance at K12. Inside, you'll find a new item and essence.

1. Music Slays the Savage Beasts



Begin plundering the island hideaway by bombing the west blocks in C6. Push your way past them to enter B6, then play your harp to defeat the rabbit-eared enemies. With your victory, you'll win the map for Moonlit Grotto.

2. Crystal Shards



Shatter D5's crystal with your sword, then maneuver through D4's turnstile to enter E4. After dropping bombs or tossing them over the green barricades to blast all cracked rocks, push open a path to hit the dungeon's second crystal.



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3. Monumental Movement



Once you've destroyed the crystal in E4, push the westernmost statue so it's to the northwest of the central green tile. If you reposition it according to the picture to the immediate left, you'll win a key.

MOONLIT GROTTO: BASEMENT

4. Statue Blasting



Enter and reenter the turnstile at D4 from different directions until it spins you to the north. Head to D3, then enter E3. To win the room's key, step on the floor switch, then bomb the Armos statues into rubble.

5. Floor Fighting and Falling



In D2, the dark floor tiles will rise up one by one and fly toward you. Fend them off with your sword to exit the room, then fall into the pit in C4. A mob of monsters will greet you when you land in C10, so ready your sword.

6. The Third Crystal



Slash the worm in C11 to enter C12, then defeat the bunny baddies. Exit through the middle door to the north, then head up staircase A to destroy the crystal in C4. Return to C11 and bomb the worm to enter the southwest door to C12.

7. Bombing Run



Throw a bomb over room B12's green barricade so the shifting sand carries it to the orb. When it makes the orb go boom, the Armos statue will awaken. Bomb the Armos to earn the compass.

8. Seed Shooter Showdown



Climb staircase B to emerge in room B6 on the first floor. Next door in A6, push the top triangle of blocks into the positions shown in the far left picture to earn a key. Use it to unlock B1, where you'll battle for the Seed Shooter.

9. Seed Bouncing



The Seed Shooter can launch seeds vertically, horizontally or diagonally, and your shots can ricochet up to two times. Use your new blaster to bounce a seed into the final crystal in D3 and Ember Seeds into the torches at D11.

10. Dig Me Out



Arm your sword and shovel, then head to D8 to battle Subterror. The miniboss will burrow to evade your attacks, so dig up the roving lump in the sand to unearth the monster. When it's above ground, attack it with your sword.

11. Going for the Block



After you've defeated Subterror, exit D8 through its west door and waltz into C7 to earn a key. The prize will be yours if you push the lower-right block one space west.

12. Ricochet Riot



In C9, use your Seed Shooter to blast the orb switches to rotate the red spinners. If you orient the spinners correctly, you can fire a seed into them so they bounce your shots into the green levers that will extend the bridges.

13. Boss Key Bank Shot



To reach the Boss Key, stand on the button in E10 so the spinners point in the direction shown in the far left picture. While standing on the button, fire diagonally up and to the right to hit the lever and open the door to the Boss Key in E9.

The Battle with Shadow Hag

Dodge the hag's four shadows, then keep your back to her when she materializes. She'll disappear if you face her, so fire your Seed Shooter into a wall so your seeds bounce back into her.

Build Bridges

As you exit the Moonlit Grotto with the third Essence of Time, the Maku Tree will telepathically tell you that your next stop is in the northwest peaks of Labrynna. A friendly animal or two will help you get there.

Making a Dinner of Dimitri





Some hungry Tokays are antsy to eat Dimitri the Dodongo. Save him from becoming a feast by offering Ember Seeds to the Tokays. After they've fled the scene, ride grateful Dimitri back to Lynna City.

Over the River



With the Seed Shooter, you'll be able to activate faraway levers like the one at E6. Torch the small tree in front of the lever first, then pelt the lever to bridge the gap.

Lost: Three Carpenters and One Animal





By crossing the bridge at E6, you'll be able to reach the head carpenter at F3. Talk to him to hear about his missing coworkers, then head back to E6. On your way, a fairy will ask you to find the lost animal in the Fairies' Woods.

Lost in the Woods



Navigate the jumbled up layout of the Fairies' Woods to find Moosh. If you've already won or purchased the flute, you'll be looking for Ricky or Dimitri.

Find the Three Workers

The animal you've rescued from the Fairies' Woods will help you explore the region around the head carpenter at F3. When you've found all three missing workers, revisit the head carpenter and cross the bridge that his men will build for you.

Symmetry Village

The carpenters' bridge at F3 will lead you to the ruins of Symmetry Village. Ravaged by a volcano, the once-balanced burg has become a ghost town, and a trip back in time will give you the clues you need.

Back in Time




At D2, chop down some Gale Seeds, which will allow you to warp to any seed tree you've visited when you use your Seed Satchel. Once you've filled your sack, use the nearby Time Portal.

Cracked Tuni Nut






Everything in the east part of Symmetry Village has a counterpart in the west part of town. In the past, talk to the husband in the east and the one in the west. The second man you speak with will give you the cracked Tuni Nut.



Tokkey and the Tune of Currents




You must learn a new song before you can get the Tuni Nut fixed. Dive into the deep water at B15 to visit Tokkey. He'll teach you a new tune if you play your harp for him.

Let's Do the Time Warp Again

The Tune of Currents that Tokkey taught you will allow you to warp from the past to the present without using a Time Portal. Use the song and Time Portals to warp to isolated areas in the present and past. When you reach B19, push the stone to redirect the river.

Vine and Time on Your Side




In the past, push the vine bulb at B21 to the cliffside nook on the right. Using the Tune of Currents, warp to the present to climb the vine that grew from your bulb, then use the Time Portal at B5.

Patch's Crazy Cart





NP When you emerge in the past at B19, head east and climb the wall at D19. Enter Patch's cave at D17, then swat the beetles into the pits and keep the train on track so the handyman can fix your nut.

Skull Dungeon

Jumping over the beetles in Patch's place will cause them to crowd together so you can easily whack them into a pit. Use the technique so Patch can fix the Tuni Nut—your ticket into the fourth dungeon.



Into the Volcano




Take the repaired Tuni Nut to Symmetry Village's central house at D16. Place the nut on the altar to appease the raging volcano. When the mountain simmers down, the entrance to Skull Dungeon will open at D15.

1. Claiming the Compass



In room B6, you'll find the compass. Get your bearings by pushing the east tip of the triangular formation of blocks. By sliding it down, you'll be able to reach your prize.

2. True Blue



Take your compass and head south to room B7. Solve the room's puzzle by pushing the cube into the pit so that it lands blue-side up. Your prize will be a key.

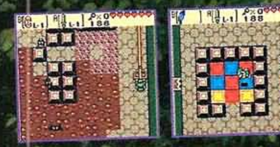
3. Making Tracks






Use your key to unlock E5, then hop aboard the mine cart at F5. The room's lever will determine whether your ride ends in F6 or F7. In F6, hop to the chest to unload the map. In F7, ricochet a shot at the sliding orb to win a key.

4. Walking on Fire and Tiles



Unlock the door in F6 to work your way to G5, then head north. In G4, pull the lever to cool the lava, then hotfoot it across before the floor reheats. In F2, hop over the boxed-in tiles to duplicate the neighboring tile pattern.

5. Choo-Choo Rocket



While avoiding the Blade Trap and cracked sections of floor, position yourself behind the cube in E2 and push it into the pit. If it lands while displaying blue, the railroad gate will raise so you can ride to D1.

6. Sharpshooting for a Key



Ride E2's train to the end of the line, then enter E1. Hop onto the sliding green platform, then ricochet a seed from your Seed Shooter so that it bounces into the orb switch. If your aim is true, you'll win a key.

7. Locomotion Commotion



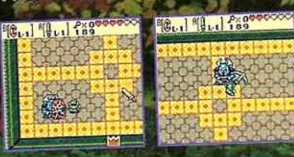
Walk to room C1, then unlock the block so you can jump over the floor tile to raise the railroad gate. Board the westbound mine cart in D1 to ride to C2, then shoot all of the skeletons to open the door at the end of the track.

8. Lava Leaps



Your cart ride will drop you off at the doorstep of B2. Inside, hop across the green platforms to reach the room's south exit, then leap over B3's southern tiles. When they match the color of the northern tiles, you'll win a key.

9. Armos Warrior



Unlock block B2 to ride the cart to D4, then enter C4 to battle the Armos Warrior. The soldier will toss his sword at you, and you can shatter his shield if you lead his sword back to him. Once his shield is kaput, slash him.

10. Getting the Switch Hook Hookup



Journey to D6 and bomb the cracked wall to make an explosive entrance into D5. Win a new item—the Switch Hook—by walking over every blue tile in a continuous path without stepping on the same tile twice.

A B C D E
7 8 9
Essence
Boss
Key
SKULL DUNGEON: BASEMENT

11. The Ol' Switcheroo



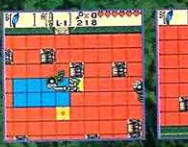
The Switch Hook allows you to swap positions with pots, diamond-shaped blocks and some enemies. Flip-flop places with the diamond blocks in D3 and E4 (position the diamond on the button) to reach staircase A in F3.

12. Can't Stop the Flip-Flop



Downstairs in E7, hook the diamond block off the island, then hook the pot to leave the isle also. Flip-flop the diamond onto the button to exit, then defeat the blobs in D9 (use tip 10 on page 71).

13. One-Way Maze Walking




Defeat the worms slinking around in B9, then win the room's key by solving the puzzle, which is similar to the one in room D5. If you mess up, reenter the room to reset the floor tiles.

14. Into the Tunnel



Ascend staircase B to enter the tunnel. Using your Switch Hook, swap places with the pot to cross the crevasse. When you emerge at staircase C in room C5, head east to A5. Pull the room's lever to cross the lava to A4.

15. Playing Hooky




Pull room A4's lever, then make a mad dash across the lava to the first pot. Break it, then hook the pots to cross the lava once it has reheated. When you reach A3, hook the pots to weigh down the switch and summon a chest.

The Battle with Eyesoar



Tiny peepers orbit around Eyesoar, a large, winged eyeball. Hit the small eyes with your sword or hook Eyesoar away from its watchful gang to attack it with your sword.

The Gorons

According to the Maku Tree, you'll find the next Essence of Time atop Rolling Ridge. Towering in northeast Labrynna, the mountain will require you to travel between ages to reach the summit.

On the Rocks




In the past, trek to J17 and cross the pits using your Switch Hook. Enter the cave across the way to learn about the Goron Elder buried beneath an avalanche. You won't be able to help him yet, so warp to the present.

Pegasus Seeds




Reenter the cave in the present to reach the top of Rolling Ridge, then walk to L2 to dig up a Time Portal. Warp back in time, then go west to pluck some Pegasus Seeds from the swirly tree.

Bombin' the Moblins





When you unload a Pegasus Seed from your satchel, you'll receive a short boost of speed. The added spring in your step will be enough to get you across the crumbling walkway in J1 of the present. Race across to meet King Moblin, then use the Power Bracelet to throw his bombs back at him. Fry him to win a Bomb Flower.

Rescuing the Goron Elder




Return to the past and deliver the Bomb Flower to the Gorons, who are trying to rescue the Goron Elder trapped in the cave. Your delivery will save him, and he'll reward you with the Crown Key.

Link's Long Jumps to the Crown Dungeon



The Crown Key unlocks the fifth dungeon's entrance at K1. To reach it, warp to the present, then enter the cave at J1. Use Pegasus Seeds and Roc's Feather to jump across the wide gaps in the cave, which leads to K1.



Crown Dungeon

Inside the Crown Dungeon, you'll find the fifth Essence of Time and an enchanted cane that can create a block. The trip won't be easy, though, since you'll have to traverse sets of barricades that alternately raise or lower.



1. Lowering the Blue Barricades



Crown dungeon features a set of red barricades and a set of blue ones. When one set is up, the other set of barricades will be deactivated. Orb switches control the barricades. Hit the orb in C4 to lower the blue barricades and raise the red ones.

2. Dungeon Map



With the blue barricades deactivated, you'll be able to climb the southeastern platform in D4 and follow it to E5. From there, enter E6, then go east to F6. If the laser eye catches you in its sights, jump over its beam, then open the chest to snag the map.

3. Lowering the Red Barricades



Revisit the orb in C4 and hit it to lower the red barricade to the east. Enter B4, then work your way to A3. Moblins patrol the room, so relieve them of their duty with a few sword swipes, then head down staircase A.

4. Downstairs and Upstairs



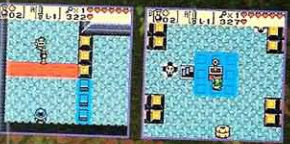
Staircase A leads you to A9, where you must hook the diamond block onto the floor button to exit the room. When you make your getaway, you'll enter A10. Ascend its staircase to emerge at B in A4.

5. Ricochet, Ricochet, Ricochet



From A4, head south to A6 and hit the room's orb. When you've lowered the blue barricade in A6, exit east to B6. To win the room's key, ricochet a seed so it bounces off all three statues.

5. Red Down, Red Up



When you backtrack to A6, hit the orb to lower the room's red barricade. When you're north of the red border, shoot the orb to reactivate the red barricade, then go down staircase B to free a key from the chest in A10.

7. Ember Seed Shuffle



With the blue barricades down, trek to D6 and descend staircase C. You'll end up in D12, where you must light the four lamps with Ember Seeds. Ricochet your seeds off the spinners while standing in the center of the room.

8. Cane of Somaria



Step on the button in C12 to see the color pattern. On the west side of the room, move the statues according to the color pattern. If you arrange them correctly, you'll win the Cane of Somaria, a magic wand that creates blocks.

9. Four Pressing Situations



The Cane of Somaria is handy for weighing down buttons. In room D6, push each statue onto one of the four buttons, then use the cane to create a block on top of the leftover button. You'll win a key when all four buttons are pressed.

10. Barricade to Barricade



Strike the orb in C4 so you can go down staircase D in D4. In D10, hit the orb while standing on the lowered red barricade. Repeat the technique on the blue barricade so you can exit to D10 and enter the tunnel under staircase E.

11. In the Dark




Room B11 is so dark that the winding bridge is invisible. Use the Cane of Somaria to create a block, then push it in front of you so you can figure out where the path bends or ends. Hook the diamond to exit when you win the key.

12. Stepping Up



From B11, backtrack to D10 and head up staircase D. Hit the orb in C4 to lower the blue barricades, then go down staircase G in E5. In E11, take staircase H, then cross the side-scrolling area by using a block from the cane as a step.

13. Shoot the Orb



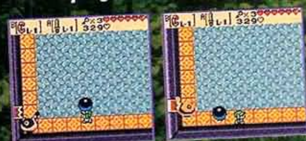
Fire your Seed Shooter at the orb in F10 to cross the red barricade, then pelt it again to lower the blue barrier. Walk across it to head through the room's north exit leading to F9.

14. Tandem Movements



In F9, you must move each statue onto a tile to win a key. If you push one statue, the other statue will move in the same direction. Lock the tagalong statue into place by propping a Cane of Somaria block against it.

15. Playing Fetch



Retrace your steps to E5, and make sure you hit the orb to deactivate the blue barriers before leaving F10. From E5, go north then east to unlock G4, where Smasher lives. Defeat your dogged foe by throwing the ball at Smasher.

16. Hooked on the Compass



Create a block on top of the button in G3 to keep the bridge extended, then cross it. At the chest, hook either diamond block to claim the compass, then hook either diamond block to escape the chest's dead-end area.

17. Ups and Downs



Take staircase J to exit G3, then work your way to staircase L in E2. While standing on the ledge or lowered blue barricade, shoot the orb, then head to C2. After hitting that room's orb, unlock the block, then go to D1.

18. Boss Key



To win the Boss Key in B8, you must push all eight statues onto the tiles. There's no pattern to follow, but the trick is that all statues of the same color will move when you push one of them. Use the cane to block them in.

The Battle with Smog



Big puffball Smog will split into smaller clouds that will circle around the block formations. If the tiny clouds collide with one another, they'll reform Smog.



In the four rounds you play against Smog, place Cane of Somaria blocks in the tiny clouds' paths to reroute them so they collide.



Only when you've gotten all of the little clouds to reunite into Smog will you be able to harm the airhead. Use your sword to defeat the big cloud.

Oracle of Seasons

Since this month's Oracle of Ages strategy guide ends with Labrynna's fifth dungeon, it's only fair that the Oracle of Seasons half of this includes tips for Holodrum's fifth dungeon. Picking up where May's coverage ended, Link's journey resumes in Unicorn's Cave.

Unicorn's Cave

With the power of autumn added to the Rod of Seasons, you'll be able to enter Unicorn's Cave. If it's any season other than fall, you won't be able to reach the fifth dungeon in Oracle of Seasons.



Taking a Fall



While perched atop the eastern stump on the north shore of Eyeglass Lake, change the season to autumn. When all the leaves are brown, head east and pluck the ripened mushrooms to enter Unicorn's Cave.

1. On the Left Track



After entering, make a beeline for C7, then exit right. In D7, board the cart on the left. As you chug down the track, take a swipe at the lever in D6 to reroute your ride to D5. Visit E5 and slide the block to the right to summon an iron ball, which you'll use later.

2. On the Right Track



Board the cart on the right in D7, then hit the lever while rolling through D6 so you'll end up in D5. Open the chest to add a key to your inventory, then reroute your cart using the lever in D6 so you can chug to E6 and head down staircase A.

3. Passage to the Map





Staircase A leads to a tunnel. Cross the passage by evading fireballs and luring the Thwomps into landing so you can use them as stepping-stones. When you emerge in C3, go east to D3. Defeat all enemies to win the map.

4. Magnetic Gloves



Backtrack to C3, then work your way to A2, where you'll find the Magnetic Gloves inside a chest. Slip them on, then use them to reposition the metal ball on top of the button that operates the room's exit door.

5. Monumental Tasks



Use bombs in the side-scrolling tunnel to reach ladder C. In C4, push the east statue so the west statue that moves in conjunction with it lands on the button. In A4, open the chests in the order in which you defeated the statues.

6. Feeling the Pull





After winning the key from A4, try the Magnetic Gloves on for size and use them to move the ball that blocks the exit in B5. Go to A6, then walk against the flow of the shifting floor to stay on track so you can reach the compass.

7. Coming Attractions



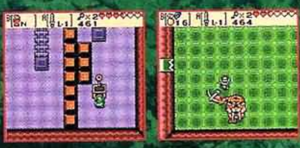
The gloves can attract or repel metallic objects marked with the letter N or S. An "S" cylinder sits across the gap in B8. Stand on the tile, then set your gloves to "N" and let the magnetic force pull you across so you can reach a key.

8. Two More Keys



Emerge from staircase A to enter E6. Use the gloves to cross the gap, then ride the train to the key in D7. For another key, take D7's west train to C6. Use the gloves to spin yourself to and away from the floating spinner.

9. Crouching Tiger



Use one of your keys to unlock F6, where feline Syger prowls. Try to catch the tiger by its tail, since its tail is its weak spot. When the cat rolls up to bowl you over, run away, since it's invincible when it's balled up.

10. Great Balls of Fire



Enter E4 from F4 and use the gloves to reposition the ball so it blocks the spewing fire. Circle around to E5 and magnetically move the ball you summoned in step 1. Place the ball on the floor button to enter E4 from the south.

11. Magnetic Fields



Attract E4's ball using the gloves, then keep the sphere in front of you to shield yourself from the shooting fire. Enter E3, then go down staircase D. In the tunnel, use magnetism to climb ledges and reach the Boss Key.

12. Fatal Attraction



With the Boss Key in your possession, unlock the block in F5, then head down staircase E. Use the Magnetic Gloves to cross the tunnel, then wield their power to pull yourself across the gaps in E3.

The Battle with Digdogger





Attract the giant, spiked sphere and use the Magnetic Gloves to direct the ball into your enemy. Keep bashing the ball into it until Digdogger splits into tinier creatures. Use the ball or your sword to fight them off.

The Iron Shield

Handy and attractive, the Magnetic Gloves from Unicorn's Cave will help you get your mitts on the Red Ore and Blue Ore you'll need to earn the Iron Shield. Boost your protection by following the steps below.

Red Ore




Find the Red Ore by entering the island warp in Eyeglass Lake. When you emerge in Subrosia, climb down the south ladder, head west, then use the Magnetic Gloves to cross the pits. Enter the cave.

Blue Ore




To unearth the Blue Ore, drop off the cliff in northeast Holodrum that's to the left of Moosh's Spring Banana tree. When you land in the warp, you'll appear in Subrosia. Jump north across the lava, then walk northwest.

Hard Ore




When you warped to Subrosia from Eyeglass Lake, you appeared a few paces east of the Great Furnace. If you take the Red Ore and Blue Ore to that hot spot, the Subrosians will melt the rocks into Hard Ore.

Iron Shield





With the Red Ore and Blue Ore fused into Hard Ore, head to the Subrosia Smithy. If you tell the smithy to "Do whatever," he'll eventually craft the Hard Ore into the Iron Shield—a sturdy replacement for your weaker Wooden Shield.

The Noble Sword

If you're going to upgrade to a level-2 Iron Shield, you might as well have a matching sword to go with it. The trading sequence below will start you on your way to earning the level-2 Noble Sword.

Library Lighting




Check out the library to the south of the Maku Tree. Inside, the book worm wishes it were brighter, so shed some light on the situation by tossing an Ember Seed into the unlit torch. In return, he'll give you the Cuccodex.

Witch Hunt





Maple the witch performs random flybys on her broom in various locations throughout Holodrum. If you happen to bump into her while you have the Lon Lon Egg in your inventory, she'll trade you her Ghastly Doll.

Lava Is Good Food




A cook in one of Subrosia's homes needs a container for cooking, and the Iron Pot will do just the trick. Give the Iron Pot to the Subrosian chef, who'll serve you up a steaming bowl of Lava Soup.

Something Fishy at Ingo's House





Ingo in Sunken City has filled his house with vases, and the Goron Vase is perfect for his collection. He'd do anything to earn your urn—including skipping his seafood dinner. If you give him the vase, you'll reel in his Fish.

Fungi from a Sleeping Guy




A man snoozes in the west cave at the foot of the Mt. Cucco cliff where a blue cucco perches. Give the heavy sleeper a wake-up call with the Megaphone to earn his Mushroom.

A Slick Exchange





Spend some time with the clockmaker in his Horon Village Clock Shop. The man will go cuckoo for your Wooden Bird. Trade it to him to receive the clockmaker's Engine Grease.

Poultry in Motion





Deliver the Cuccodex to Malon, the plucky girl cooped up in the house full of cucco chickens. As thanks, Malon will shell out something in return—a Lon Lon Egg.

Spool Swamp Swap





Take Maple's Ghastly Doll to Spool Swamp and visit Mrs. Ruul's Villa. If you hand the creepy toy to the bespectacled bog resident, she'll give you her Iron Pot. Make the trade, then go below ground to Subrosia.

A Little Soup for Biggoron





The giant Goron who peers over Goron Mountain in north Holodrum has a mighty big cold. Help relieve Biggoron by giving him the Lava Soup. Your offering of the Subrosian-cooked remedy will earn you the Goron Vase.

Here, Kitty-Kitty!





In North Horon, just east of Impa's Refuge, a man yells through a Megaphone to call his cat. Only your Fish can lure the cat down from the tree, so give it to the cat fancier, who'll give you his Megaphone in exchange.

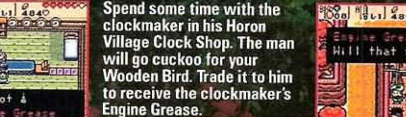
Syrup's Potion Shop





In the winter, you'll be able to enter Syrup's Potion Shop in Sunken City. Despite the cold weather, you'll get a warm reception from the witch if you trade her the Mushroom for her Wooden Bird.

Greasing up His Daily Grind





Head east from Horon Village to visit the organ-grinder by the windmill. Since his instrument needs a good lube job, give him the Engine Grease. When you receive his Phonograph, head for the Lost Woods.



The Lost Woods

To trade the Phonograph for the Noble Sword and to reach the sixth dungeon—Ancient Ruins—you must explore the Lost Woods. You'll need a map to get there, and you'll bag it by doing a little shopping.

Member's Card

Warp to Subrosia and enter the shop. Membership has its privileges, so invest in some benefits by purchasing the Member's Card. If you don't have the five Ore Chunks to buy it, dig around Subrosia to find the funds.

Behind the Shop Counter





If you flash the Member's Card to the clerk in the Horon Village shop, he'll let you walk behind the counter to enter the store's basement. Downstairs, fork over 200 Rupees to purchase the Treasure Map.

X-Shaped Jewel





The map shows the locations of the four jewels that unlock the Lost Woods. Find the X-Shaped Jewel at the beach west of Horon Village. Light the torch, cross the bridge, then toss a Mystery Seed at the question mark rock.

Get the Round Jewel





Swim southwest of the entrance to Gnarled Root Dungeon. Enter the cave, then talk to the man inside. As long as you have the Essences of Time from five dungeons, he'll give you the Round Jewel.

Square Jewel





You can access the Square Jewel in Spool Swamp only in the winter. Summon the snowy season, then drop a bomb at the cracked wall that conceals a cave. When the dust settles, head in to retrieve your prize.

Pyramid Jewel





Take a dive in the deep water near the entrance to Dancing Dragon Dungeon. Swim through the underwater passage to find the Pyramid Jewel—the fourth item you'll need to access the Lost Woods.

Unlocking the Gate



The four jewels act as keys that unlock the fortress northeast of the Pegasus Tree in Spool Swamp. Place each jewel in its appropriate slot to open the gate.

From Summer to Winter







As soon as you enter the gate, summon summer, climb the vine, go west, then drop off the ledge to push a statue. To take the stairs you've uncovered, return to the entrance stump and summon winter.

Crossing the Pond in Autumn





By pushing the statues onto the ice, you'll be able to use them as stepping-stones when the water thaws out. Summon fall to defrost the area, then cross the pond east and go downstairs for directions to the ruins.

Directions to the Noble Sword



Near the Lost Woods, deflect the local Deku Scrub's attacks, then play your Phonograph to him so you can hear the directions for navigating the Lost Woods. If you follow his clues, you'll finally reach the Noble Sword.

Entering the Ancient Ruins





Once you've left the Lost Woods, summon winter. Cross the snowbank to reach the top of the cliff. Move the statue, then drop off the ledge. Use the flower in the spring to pop back up on the ledge and reach the sixth dungeon's entrance.



As Time Goes By

Doing double-duty in two separate games, Link has finally completed the fifth dungeon in both Oracle of Ages and Oracle of Seasons. Each game boasts eight dungeons, and you'll have far more adventuring to do than just exploring the three remaining dungeons in both games. Finish one game so you can win a password. If you start the other game using that password, you'll unlock additional areas and minigames that'll keep you busy all season...and for many ages.



Item Finder

Some of the coolest, not to mention the most asked-about, new things in Gold and Silver are the great items available for your Pokémon to use in and out of battle. Pokémon Trainers from all over have been asking the Pokécenter for the locations of many different items, so we've put together a chart featuring the items you've asked about most often. When reading the chart, keep in mind that Pokémon aren't always holding items, so you may have to catch quite a few to pick up the item you want. Wild Pokémon in Gold and Silver rarely have items, but with patience, you'll get them!

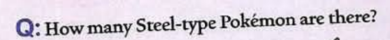
ITEM	BENEFIT	HOW YOU FIND IT
Berserk Gene	Increases Attack, confuses	Look in the water near the guy with the Item Finder in Cerulean City.
Black Belt	Strengthens Fighting attacks	Talk to Wesley on Wednesday at the Lake of Rage.
Bright Powder	Increases evasion	Trade a Mewtwo, Articuno, Zapdos or Moltres from Red, Blue or Yellow to Gold or Silver.
Gold Berry	Restores 30 HP	Trade a Dugtrio or Wigglytuff from Red, Blue or Yellow to Gold or Silver, catch a Furret in Gold or Silver, Mystery-Gift (rare), or win 3rd Prize in the Bug-Catching Contest.
Gold Trophy	Room decoration	Trade a Gift Pokémon from Pokémon Stadium (not Pokémon Stadium 2) to Gold or Silver. It may have the Gorgeous Box. Inside is the Gold Trophy, which you can set up in your room.
Hard Stone	Strengthens Rock attacks	Talk to Arthur on Thursday on Route 36.
Lucky Egg	Lets you earn extra experience points	Catch a Chansey in Gold or Silver.
Magnet	Strengthens Electric attacks	Talk to Sunny on Sunday on Route 37.
Mystic Water	Strengthens Water attacks	Surf to the left of Cherrygrove City to talk to the fisherman on the island.
Pink Bow	Strengthens Normal attacks	Talk to Tuscany on Tuesday on Route 29 or talk to DJ Mary after you save the Goldenrod's Radio Station.
Poison Barb	Strengthens Poison attacks	Talk to Frieda on Friday on Route 32 or Catch a Beedrill in Gold or Silver.
Scope Lens	Get more Critical Hits	Mystery-Gift (very rare).
Sharp Beak	Strengthens Flying attacks	Talk to Monica on Monday on Route 40 or Catch a Dodrio or Fearow in Gold or Silver.
Silver Powder	Strengthens Bug attacks	Catch a Butterfree in Gold or Silver.
Silver Trophy	Room decoration	Trade a Gift Pokémon from Pokémon Stadium (not Pokémon Stadium 2) to Gold or Silver. It may have the Normal Box. Inside is the Silver Trophy, which you can set up in your room.
Spell Tag	Strengthens Ghost attacks	Talk to Santos on Saturday in Blackthorn City or catch a Misdreavus in Gold or Silver.
Twisted Spoon	Strengthens Psychic attacks	Trade a wild Kadabra from Yellow to Gold or Silver.

pokemon.com

Pokéchat

POKéMON

Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!



Q: How many Steel-type Pokémon are there?

A: There are a handful of Steel-types in Gold and Silver: Steelix, Forretress, Scizor, Magnemite, Magneton and Skarmory. As far as we know, there are no pure Steel-types.

Q: What does the Berserk Gene do?

A: When the held item Berserk Gene activates, it raises a Pokémon's Attack by two levels, but it also confuses the Pokémon.

Q: What can I do with Gold Leaf and Silver Leaf?

A: You can sell either at a Poké Mart to make a little extra money.

Q: Can I really get a Virtual Boy for my room in New Bark Town?

A: Yes, you can—but it's rare. Try Mystery Gifting with many people or with Pokémon Stadium 2. If you luck out, you will get the elusive Virtual Boy.

Q: What's the point of all this mail I keep getting when I Mystery-Gift with my friends?

A: The mail is a way to send messages to your friends. You can type a message on the mail then give it to a Pokémon to hold. Trade that Pokémon to a friend to deliver the message. You can print out mail if you have the Game Boy Printer.

Q: I heard that not all of the Pokémon are in Pokémon Stadium 2! Why aren't they there?

A: Don't worry, all the Pokémon appear in Pokémon Stadium 2. You can't rent Mewtwo, Lugia or Ho-oh, which may lead to some confusion. You can rent Mew and Celebi, but not for every battle.

Q: Why are some of the Jigglypuff wearing bows in Super Smash Bros.?



A: The Jigglypuff come in different colors and some have bows to differentiate between multiple Jigglypuff, if more than one person chooses to play as the salmon-colored slugger. Another good question would be, what's with the hats on the alternate Pikachu? They're truly silly.

Q: Where in Gold and Silver can I get the Super Rod?

A: When you make it to Route 12 in Kanto, talk to the man in the cabin. He will give you the Super Rod.

Q: What do I do with the Shuckle the Trainer in Cianwood asked me to hold for him?

A: You can train it and make it like you by giving it items, keeping it healthy, using it in battle, having it groomed and keeping it in your party. If it grows to like you, the Trainer will give it to you to keep. If it doesn't like you, the Trainer will ask for it back.

Q: How do I get my Pokémon groomed?

A: There are two places to take your Pokémon for a little pampering. The barbers' table in Goldenrod City's Underground is one destination—only one barber will be there at a time, and the older and more expensive barber brother is the better one. Neither brother is in on Mondays. The other place to go is Blue's House in Pallet Town. Blue's sister, Daisy, will groom your Pokémon free of charge if you visit her between 3 p.m. and 4 p.m. any day of the week.

Pokémon University

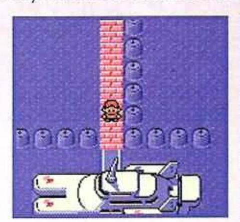
Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.

ELM

OAK

How do I ride the S.S. Aqua?

Elm here! I have the ticket you'll need to set sail, but I won't give it to you until you've defeated the Elite Four. Visit me in New Bark Town once the Four are finished, then go to Olivine City's dock (directly under the Pokémon Mart) to find the S.S. Aqua. Once on board the boat, make sure you visit all of the rooms and locate the missing little girl—if you don't, your boat ride will never end! If you want to sail again, remember that after your first trip, the S.S. Aqua sails from Olivine on Mondays and Fridays and from Vermilion on Wednesdays and Sundays.



The S.S. Aqua is waiting in Olivine City's port.



Talk to everyone on board the ship to finish the journey.

How do I earn the Doduo and Dodrio Game Boys?

In Pokémon Stadium 2, you actually have two Doduo and Dodrio Game Boys to unlock if you want to play your Pokémon Games much faster than normal. In Round 1, you can win the Doduo Game Boy that allows you to play Red, Blue or Yellow at double speed by finishing either the Gym Leader Castle or all four Cups. Finish both to win the Dodrio Game Boy, which allows you to play those three games at four times the normal speed. You have to do the same things in Round 2 to open the double speed Doduo Game Boy and the triple-speed Dodrio Game Boy, which let you play Gold and Silver much faster than normal. It's very hard, obviously, to defeat both the Gym Leader Castle and all four Cups in Round 2. Good Luck!



Finish Round 1 Castle and Cups to earn the Dodrio GB for Red, Blue and Yellow.



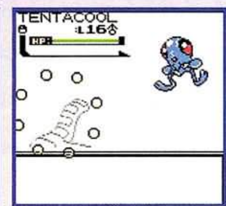
Finish the Cups and Castle in Round 2 to earn the Dodrio GB for Gold and Silver.

What does each Berry do?

The Berries you find around in the trees and receive through Mystery Gift are very helpful, and they do very different things. Berries restore 10 HP. Mint Berries wake sleeping Pokémon. Ice Berries heal burns. Bitter Berries cure confused Pokémon. Przcureberries cure paralysis. Psncureberries heal poisoned Pokémon. Gold Berries restore 30 HP. Burnt Berries thaw frozen Pokémon. Miracle Berries cure any condition like paralysis or sleep. Mystery Berries restore PP.



A Miracle Berry can fix all sorts of problems.



Gold Berries are useful, especially to low-level creatures.

How do I get Pikachu to the Treasure Hunt in Hey You, Pikachu!?

Enter The Piñata Party from Pikachu's Play Days. Unless you're really lucky, you'll need to practice a bit to figure out how to get Pikachu to move in the right direction. Try saying the names of the Pokémon in the direction you want Pikachu to move in if telling it to "go right," "go left" or "back up" or saying "wrong way" isn't working for you. If you can hit bunches of Piñata, you'll be allowed to stay overnight on the beach. Before you sleep, get Pikachu to shock the bothersome Haunter that sneaks over to scare you and your electric pal. In the morning, a Lapras will arrive at the edge of the water to take you and Pikachu to a fantastic island with plenty of buried treasure. Coax Pikachu over to you then get it to open up the treasure chests to see what's inside. Pikachu will be very happy if you find lots of treasure.



Do well playing the Piñata Party to earn the right to stay overnight at the campsite.



Finding treasure is extremely fun—Pikachu will be pleased to hunt with you.

Colosseum

Pokémon

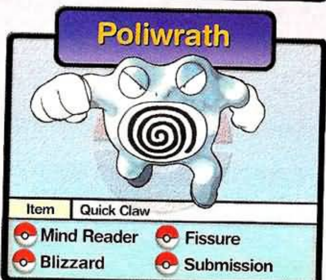
The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Canadian Trainer KJ Parsons thinks that many old TMs from Red, Blue and Yellow, like Fissure and Ice Beam, are great additions to Gold and Silver teams. You can teach old TMs that aren't available in Gold and Silver to Pokémon you caught and raised in Gold and Silver. Just trade any of the original 151 Pokémon back to Red, Blue or Yellow and teach them the TM. You won't be able to trade your Pokémon to Red, Blue or Yellow if it knows any of the new moves from Gold and Silver.





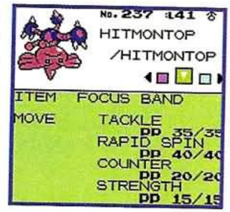








KJ defies anyone to find a problem with the Mind Reader/Fissure combo. We certainly don't have a problem with the terrifying combo, which makes Fissure's one-hit KO's a sure thing on the second turn. That's downright devastating! If you're faced with a Trainer like KJ who uses the Mind Reader/Fissure combo, you can avoid the attack. Try using Protect or Endure (as long as you're attacking first) to keep yourself safe from Fissure, or switch to a Flying-type Pokémon or a Pokémon at a higher level than the Pokémon using Fissure, both of which will be unaffected by the move. Remember that in Gold and Silver, Fissure will hit even Pokémon using Dig. A handful of Pokémon can naturally have Mind Reader (Articuno, Poliwag and evolutions and Tyrogue and evolutions), but only one Pokémon can naturally have Morning Sun—and that's Espeon, who learns it at level 52. Morning Sun usually restores half of Espeon's HP, but certain situations can alter Morning Sun's effectiveness. We're sure KJ knows that if a Pokémon uses Sunny Day, Morning Sun will restore all of Espeon's health. If Rain Dance or Sandstorm is in effect, however, Morning Sun will restore only a quarter of Espeon's HP.



Focus Band is a good item to use in battles because it might help you hang on for another turn and chance to attack. You can pick up a Focus Band in the Fighting Dojo in Saffron City. If you'd like another, you'll have to restart your game and return to Saffron.



KJ figures that since Trainers spend so much time making their Eevee like them to get them to evolve into Espeon, they might as well equip the Pokémon with Return, which is much more powerful when the Pokémon using it likes its Trainer.

Hot off the Press

Check Hot off the Press to find out what's new in the world of Pokémon every month. Learn about the latest and upcoming Pokémon games, cards, TV shows, movies, toys, tours, events and more right here!

Pokécrafts

Pokémon fans are very creative, and from time to time we receive pictures of some of their amazing arts and crafts. This month, several readers sent in some really cool stuff, from costumes to figurines. If you'd like to see your handiwork featured in a future issue of Nintendo Power, be sure to send snapshots to the address below. We won't be able to return any photos, artwork or other items, so make sure you keep a copy for yourself!



Phillip Hearn made an adorable Jigglypuff out of clay. The little pink Pokémon has never looked better, has it?

Kirsten Kagawa and her mom, Marjorie, are very talented Pokémon fans! They collaborated on this beautiful Butterfree costume when they couldn't find one in the stores. Kirsten thought that Raichu would make a great jack-o'-lantern—and she was right!



Liana and Sean Bullock worked with their mom, Laura, to make a whole lot of Pokémon out of golf balls, pipe cleaners and assorted odds and ends. Just imagine how impressed everyone at their local golf course must be when they tee off!



Nintendo fan Andrew Fraticelli turned a Magic 8-Ball into a Poké Ball for his pal's birthday. Maybe it can predict who's going to win a Pokémon battle!

For more Pokémon news, be sure to check out pokemon.com!

Send questions, comments and teams to:
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RAZOR ZONE



You've never experienced **tail-whips, and back flips** this radical.

Grab your **Game Boy® Color** and shred your way through huge parks, busy city streets, and even a junkyard. You can even upgrade your **scooter** for better performance and more radical tricks. Strap on your helmet: you are now entering the **Razor Zone!**

Razor™
FREESTYLE SCOOTER





Pull off cool tricks



Radical environments



Tail whip

All screenshots shown are Game Boy Color.



EVERYONE
E
CONTENT RATED BY ESRB







www.cravegames.com

PITFALL®

THE MAYAN ADVENTURE®

Pitfall Harry spawned an entire genre of side-scrollers. Years later, the Pitfall legacy was carried onto next-generation consoles, featuring Harry Jr. Majesco and Pipe Dream Interactive have revived the slick Mayan Adventure as a launch title for Game Boy Advance.



PITFALL IN YOUR PALM

The original Mayan Adventure was released in the mid-'90s as a thrilling 16-bit side-scroller for the Super NES. Thanks to the powerful CPU and impressive color palette of the Game Boy Advance, the portable version is just as stunning.

Not Your Daddy's Pitfall

Pitfall Harry became a legend by swinging from vines, dodging scorpions and jumping over logs. If only it was still that easy. To survive the modern video jungles, you need the body of an Olympian and the aerial skills of an acrobat.

Bouncing



Harry has a blast bouncing on bungee cords. Impressive animation allows you to watch him flip, twirl and spin through the game.

Springing



There must be some hefty spiders in the region, because Harry can use their webs as trampolines and soar through the air.

Crawling



Press down on the Control Pad while pressing the jump button to drop to your stomach. Tap the jump button again to return to your feet.

Swinging/Climbing





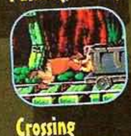
Now don't get too cocky, Junior. Basic skills are still essential. Harry will grab onto vines and ropes automatically. He can also use his weapons while climbing.

Zipping



One of the most exciting features of the game is when Harry grabs onto a line and zooms across the terrain at breakneck speed.

Pushing/Riding



Harry can show off his strength by pushing cars full of coal and demonstrate his balance by riding them like skateboards.

Crossing



When necessary, Harry can act a bit like Spider-Man and use a chain, a vine or even a snake to swing from peg to peg.

Pulling/Entering





In certain areas, pulling on a lever will reveal a secret passage. You can also walk through doors and other openings to advance to other areas.

Mayan Artifacts

Pitfall Harry kept a detailed journal describing the various weapons and treasures that can be found in the Mayan ruins. Junior starts the game armed with a slingshot, but in order to survive, he'll need to uncover other helpful items.



Boomerang

Press L to throw this weapon. It can deliver a powerful blow, but must be recovered after each use.

Sling Stones

These bags can be found all over the Mayan territory and contain stones for Harry's slingshot.

Exploding Stones

These sacred stones with magical properties can destroy most enemies on contact. They are rare, so use them only in dire situations.



Sacred Heart

This spiritual heart was sent down by a Mayan god and can restore health to the one who recovers it.



Golden Idol

Possibly the most valuable Mayan artifact, this rare item will grant its lucky finder another life.



Time Keeper

Time is too precious a thing to waste, especially when you're in a rush. Find this item and freeze time.



Mayan Chili Pepper

It may burn going down, but the increased running and jumping abilities it grants you make it well worth the pain.



Ruin Stones

These ancient stones spell out the word "Pitfall," but they are deeply hidden. Try to uncover them.



Treasure Pieces

Collect as many valuable treasures as possible. Every fifty points will earn you another continue.



Deep Into the Ceiba Jungle

Pitfall Harry and his eager son were enjoying a casual outing at the Mayan ruins when the elder explorer was kidnapped by a warrior spirit. Junior must now set off on a rescue mission, starting in the Ceiba Jungle, where sand pits and wild animals await.

Stockpile Stones



Take an immediate left at the start of the game to collect a large bag full of Sling Stones.

Quick Sand



One step into the sand traps will end your life, so wait for the pits to close and then run across.

Bore of a Boar



After the third sand pit, a somersaulting boar will come charging toward you, so be ready to jump.

Monkey Business



The monkeys may appear harmless, but they enjoy throwing objects. Eliminate them with your whip.

Exploding Stones



Track down the blue, glowing, exploding stone at the top of the jungle canopy, near the northwest corner.

Biceps Workout



Jump toward a rope and Harry will hang on with one hand. Based on how you push the Control Pad, he will either climb up or slide down.

Up, Up and Away



Utilizing the bungee cords to spring into the sky takes perfect timing. Wait until Harry nearly reaches the top and then jump.

Watch That Tree



Grab onto the zip line and fly across, but don't pull a George-of-the-Jungle. Jump off before you crash into the thick trunk.

Back Track for Idol



Use the web to reach the top of the tree, but before entering the cave, go back and find an extra life above the zip line.

Cheetah Chasing



The simplest way to defeat the cheetah is to stand your ground and pelt him repeatedly with stones. Don't bother jumping.

Xibalba Falls

While the jungle tested Harry's climbing and swinging skills, the falls will try his leaping and navigating abilities. Luckily, we've included a handy map of the complex area. The objective is to reach the top, but you'll do so in an indirect way.

1 Leaps of Faith



Use the map on the left to navigate and you won't have to worry about jumping into the abyss.

2 Grab a Golden Idol



Make four jumps and climb the first rope up to the ledge. Then leap across to the middle of the falls and jump east to collect the idol. Extra lives are incredibly valuable in this difficult game, so be sure to get as many as possible.

3 Mosquito Coast



The enormous flying bugs can cause major damage, and they regenerate in the same spot over and over.

4 Wild Ride to Another Idol





Find the bungee cord on the ledge marked #3. Drop down and you'll land on a spring. Grab the idol after being launched into the air. Jump to the lowest ledge at the bottom of the screen and bungee back up.

5 Time is on Your Side



Touch the hourglass on ledge #5 and freeze the bothersome bugs and monkeys for a few seconds.

6 Long Way Up



Slowly work your way to the top of the falls. Persistence and patience are key on this tricky level.

7 Yet Another Idol



NP The third idol can be tough to find, so log onto nintendopower.com for more details.

Tazamul Mines

Don't ask how you went from the top of the falls to the bottom of the mines, just accept that it happened. Prepare to fight off attacking bats and ride speedy coal cars. There's even a convenient time warp to the next level, the Lost City of Copan.

Hidden Treasures



Head left and slide down the rope. You can collect buried treasures, but you'll have to deal with many annoying creatures.

Cave Hunting



The first cave beneath the tracks contains lots of goodies, including valuable treasures and another precious extra life.

Push the Car



Press against the coal car to move it forward. You'll need to use the cart as a stepping stool to reach the upper tracks.

Lost Valuables



The treacherous caverns are loaded with forgotten treasures. Explore the entire area, both above and below the tracks.

Concealed Ropes

Some ropes are blocked by the dark walls of the hollow mine and aren't visible. Jump around to uncover veiled climbing apparatuses.

Having a Blast





Bust the barrels to create an immense explosion, but be sure to do so from a distance. The blasts will reveal secret rooms containing valuable items, including the first ruin stone.

Pull and Exit



Flip the lever and make your way back toward the start of the level to find your way out of the gloomy abandoned mines.

Lost City of Copan

Although the ancient Mayan Empire has been decaying for centuries, it still has plenty of inhabitants, such as pesky rats and dueling skeletons. You will constantly be under attack, so stay alert and make use of all your weapons.

Tip of the Tongue



Jump onto the protruding tongues and they will flip you high into the air. Use them to bounce toward the top of the level.

If Walls Could Talk



Watch out for those life-like carvings on the walls—they are as real as they seem. Try to destroy them from a distance.

More Secrets



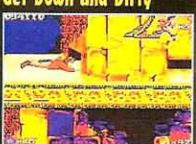
Be sure to enter all the passageways you find. One will lead to a room filled with treasures and the second ruin stone.

Battling Bones



The skeletons in the Lost City are tired of resting in peace. They've decided to bare arms and battle any unwanted visitors.

Get Down and Dirty



Hit the deck and squirm through the narrow opening at the top of the building. Valuable items will be waiting for you.

Copan Temple

Junior is about to get a history lesson on the dangers of ancient Mayan temples. Legend has it that nobody has ever come out of the Copan Temple alive—not surprising, since it is loaded with evil spirits and lots of fire.

Pottery Smash

Crack your whip or throw stones at the ancient ceramic objects and watch them break into pieces.

Fireproof Walls



The temple is constantly ablaze. It's amazing the place hasn't burned to the ground!

Gargoyles



Don't get too close to any grotesque ornamental stone figures. They will come to life and attack.

Spirits of Chaac



These spirits were followers of Chaac, the Mayan god of war. They have a strong command of flames.

Great Balls of Fire



Don't get burned by the floating balls of fire. Too bad there's no water nearby.

Lakamul Rain Forest

Harry may feel relieved once he's left the burning Copan Temple and entered the luscious rain forest—but he won't feel that way for long. Large tar pits, immense snakes and dart-shooting pods are hidden amongst the thick foliage of the vast woodland.

Tar-zan



Do your Tarzan imitation and avoid the gooey tar pits by swinging from vines. Watch out for the dart-shooting pods below.

Springing Stubs



To reach the upper areas of the forest, send yourself bouncing into the air by jumping onto tree stumps and pressing down.

Stunned Snakes



Use large snakes can be used as ropes. Be sure to stun the creatures with a few cracks of your whip before grabbing onto them.

Coin Collection



Zipping along vines results in a great adrenaline rush. In addition, you'll collect a bunch of coins along the way.

Stumped



To reach the stump late in the level, you'll need to swing from a vine and land behind the tree. Then jump up onto the stump.

The Fun Has Only Begun

Harry's adventure is far from over. Several challenging lands lie ahead, including a lagoon filled with hungry crocodiles, another mine with fast, winding tracks, and a temple packed with the most evil spirits in the region. Sounds like fun, right?

Yaxchilan Lagoon



Balankanche Mine



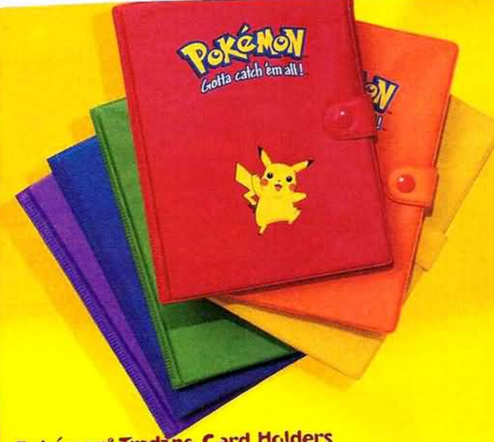
Tikal Ruins and Temple



THE TRADITION CONTINUES

After failing to collect the ancient Mayan jewels, getting nabbed by the evil spirit-warrior Zakelua, and forcing Junior to attempt a deadly rescue mission, it's safe to say that Pitfall Harry's return to exploration hasn't gone as planned. But with his daring son on the job, don't be surprised if he makes it out alive. For the time being, this portable Pitfall escapade will keep Harry's fans well entertained.

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Back

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4 Game Boy Advance systems
4 Super Mario Advance Game Paks
3 Game Link Cables

4 Game Boy Advance systems
4 F-ZERO Maximum Velocity Game Paks
3 Game Link Cables

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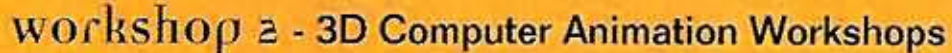
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Game Boy a-Go-Go

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- Super Dodge Ball Advance
- Fire Pro Wrestling
- Iridion 3-D
- Top Gear GT Championship
- Spider-Man 2: The Sinister Six
- Hands of Time
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The Worm Has Turned

Earthworm Jim takes center stage as an updated version of the Super NES classic arrives for your GBA. You guide Jim, a worm granted super powers by a high-tech space suit, across nine of the oddest worlds ever created while battling enemies, such as Major Mucus and Queen Slug for a Butt. Will Jim defeat Psy-Crow? Can he save Princess-What's-Her-Name? And where did that launched cow go, anyway? If you like your games fast, fun and freaky, Earthworm Jim is sure to become your newest hero.





STAND FIRM, WORM

Never underestimate a nightcrawler, especially if he owns a turbo-charged space suit. Jim's weapons and talents include a powerful Plasma Blaster gun, a spring-loaded leap and the ability to use his body as a whip.



Hanging by a Head

Next time someone tells you to grow a backbone, remind them that Jim never needed one. His spinal shortcomings let him hang from wires and other objects by his head. You can also use his noggin like a helicopter to slow falls and aid with precision landings.



Itemized

You'll find helpful items, such as Atomic Energy and Mega Plasma, littered throughout the game—but many are hidden far off the beaten path. Item quantity will vary depending on which of the three difficulty settings you choose.



Whip it Good

Use Jim's body as a whip by pressing either the L or R Button. Since you have limited Plasma Gun ammunition, the whip is useful for taking out slower enemies. You can also use it to swing from certain objects, like stuffed moose heads.

SNAP INTO ACTION

Use the first level to get used to the game play, especially how to control your whip and the nuances of your jumping ability. Note that Jim can grab onto ledges and pull himself up and also climb certain surfaces.



New Junk City

Though the levels are fairly linear, you'll often have to perform an action that affects the story somewhere down the road. In the first level, New Junk City, you must shoot a refrigerator so it falls onto a springboard and launches a cow into space.



The Monster Mash

Enemies will usually attack in groups, so you'll need to determine which bad guy is the most dangerous and attack that one first. Use your patented whip attack on slow-moving baddies, but finish off the speedy ones first with a plasma blast or two.



Spare Parts

Your first boss battle pits you against Spare Parts, a sticky conglomeration of old tires and garbage cans. Use your blaster and pay attention to its foot—garbage will fall on you every other time it stamps the ground. Jump over it when it charges, and keep firing while it turns around.



Up Chuck

The second boss is a frog-belching fellow named Chuck. Use the blaster to shoot boxes off a ledge so that they hit a spring and rebound into Chuck. Once he begins to move, you must time your box launches carefully. Stand under him to avoid the frogs.



Andy Asteroids

After each level, you'll engage in a race against the nefarious Psy-Crow. Pick up Asteroid Shields to protect yourself from meteors. Shields are activated with the L and R buttons. If you lose the race, you must fight and defeat Psy-Crow before advancing further.



Warp Speed, Jim

As you travel through space, try to grab the red and blue Atomic Accelerator Bubbles, which will rocket you forward at a tremendous rate of speed. You are invincible while accelerated, so use the time to pick up items and run Psy-Crow off-course.



Eating Crow

When fighting Psy-Crow, stand in the middle of the screen and use the blaster to stun him, then hit him with your whip. You must whip him seven times to defeat him. The black bird is a tough cookie, so try to avoid the battle by winning the Andy Asteroids stages.



Go to Heck

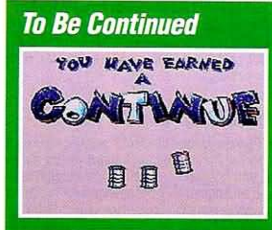
The second level, What the Heck?, is a mishmashed maze of lava rocks and dead ends. If you are going in circles, jump and look for a high platform or wire to grab. Watch out for floating enemies that blend into the background.



Precious Jewels

To ride the green jewels found in What the Heck?, jump on top of them and keep running. They spin as they move upward, so if you don't keep moving they will throw you off. When you encounter a spiked gate, whip the nearby gearworks to open it, then hurry through before it closes.

To Be Continued



You begin with five continues and five lives, and gain extra lives by collecting icons of Jim's head. If you use a continue, you'll restart at your last mid-level save location. To operate a save location, touch the word "continue" when you see it.

KARTS ON THE GO

Racing fans the world over can rejoice as Konami throws its newest GBA title into the kart racing ring. Though it has a large variety of racing modes and options, what really sets Konami Krazy Racers apart are the drivers themselves. Eight characters from Konami games of yore make appearances, including Castlevania's Dracula, Legend of the Mystical Ninja's Goemon and the Ninja from the Metal Gear series. A deep multiplayer mode and the very enjoyable Mini-Battle games Chicken and Bomb Chaser round out the Pak.

DAYS OF THUNDER

Before you start tearing up the track, take a quick tour and see what Konami Krazy Racers has to offer. Check out the Rumor Board to see tips, hints and trivia about the game and its characters; head for the Licensing Center to take a test drive; buy items at the Store or jump right into the Grand Prix Circuit.



Options Galore

The Main Menu is shown to the left, and you'll find plenty there to keep you occupied. You can also save your game on the Main Menu. All information is saved directly to the Game Pak, which means you won't have to bother writing down a password.



Who to Choose?

Each participant is rated in three categories: Top Speed, Acceleration and Grip. Goemon and Pastel are the most well-rounded drivers and good for beginners. Kart racing pros should check out the speed and power of Moai, Dracula, the Ninja and Nyami.



Pick a Path

There are 16 different tracks to chose from, but only 12 are unlocked at the beginning of the game. You can choose your track if you play in Time Attack, Free Race or Vs. Modes, but not if you enter the Grand Prix Championship.

ROAD RAGE

Driving pell-mell for the checkered flag is only half the challenge. You must find and master various weapons and power-ups for maximum success. There are over 10 different items in the game, and they're all activated by pressing the L Button.



Blue By You

Blue Missiles move in a straight line, and they fire three times in succession. Other nasty weapons include the Scooper Drill, the Electric Battery and the Pig, which transforms all your opponents into chubby, squealing porkers.



Bag a Bell

Items appear on the track as Red and Blue Bells. Red Bells become a different weapon each time you pick one up, but Blue Bells are always Engine Turbo Boosters. Keep an eye out for coins, which you can use to buy items in the Shop.



Rocket Man

The Engine Turbo Boosters are very powerful, but the effects are short-lived. If you snag one, you'll want to save it for a straightaway. Using an Engine Turbo Booster while zipping through curves is a sure-fire way to end up as road pizza.

Drivers' Ed



Once you complete a Grand Prix stage, you must take a licensing test before advancing to the next round. There are three such tests in all, and they consist of challenges, such as completing a race in a set period of time or winning first place in a special contest.

TIME ATTACK MODE

Practice beating track records in Time Attack Mode. Since you can drive around the course without any other racers, it's a great way to try out a new driver.



Tick Tick Tick

The clock is ticking, but don't panic. No other racers are around to witness your finishing time. Note that you won't find any bells in Time Attack Mode either—all the better to practice in.

FREE RUN MODE

Free Run Mode works much like Time Attack Mode, except that there are other racers and power-ups on the course. If you're having trouble with a certain track, Free Run Mode is the place to work out the kinks.



The Main Course

You can choose only 12 of the 16 courses in Free Run and Time Attack Modes. To practice on the remaining four tracks, you must advance to the Krazy Grand Prix Cup.

MINI-BATTLE MODE

Take time out from your busy racing schedule to play a few relaxing rounds of Chicken or Bomb Chaser. The Mini-Battles are much more enjoyable with a second player.



Decisions, Decisions

Bomb Chaser is modeled after tag, but instead of simply touching the next player, you pass off a bomb that's ready to explode. In Chicken, players race across a 400-meter track and try to stop as close to the finish line as possible.

Bomb Chaser





You'll want a character with good Acceleration and Grip, so go for either Goemon or Pastel. Watch that you don't run out of gasoline.

Chicken





Your kart will move automatically, so all you need to worry about is braking. Note that you can only use the brakes once.

VS. MODE

Two players can participate in Konami Krazy Racers—you'll need a Game Link Cable, two GBAs and two Paks. As in most kart racers, multiplayer is the best aspect of the game.



Running Free

You'll experience all the thrills and chills of Free Run Mode, but with another player nearby to increase the challenge factor. Don't focus on collecting items so much that you lose track of the course!

Two on a Match

To participate in a race against your friend only, select Match Race as your option. If you want computer-controlled opponents, you'll need to choose Vs. Free Run Mode.



Battle On

For a true test of skill and will, challenge your buddy to a no-holds-barred battle mode extravaganza. The rules remain the same, but you'll have to concentrate on a flesh and blood driver who can hold a grudge.

Rumors and Innuendo



Check the Rumor Board often for tips, tricks and gossip about the game. Each time a new message appears, the word "new" will flash next to the Rumor Board icon in the Main Menu. The Rumor Board will also tell you how to advance to the next Grand Prix level.

STING LIKE A BEE

No one combines hard-hitting sports action with over-the-top arcade touches like Midway, the creators of such titles as NFL Blitz and Rush 2049. Midway's latest offering is Ready 2 Rumble Boxing: Round 2, an entertaining romp around the ring. Featuring a number of play modes, including Arcade, Championship and Survival; zany characters, such as Afro Thunder; and the vocal talents of Michael Buffer, Ready 2 Rumble is a must-have for any gamer who wants some portable pugilists to call his own.





THE FRAY ON GBA

Those wishing to leap into the action can head for Arcade Mode, but players who want to move up in the rankings should pick Championship Mode. Championship Mode is no one-two punch, however—you'll need to train your boxer if you hope to become the king of the ring.



Pick a Puncher

Your first step is to select a fighter. Every boxer starts out with equal Strength, Speed and Stamina ratings, but they all have a unique set of combos that you must master. You can also unlock secret characters, such as Michael Jackson and Shaquille O'Neal.



AFRO THUNDER
5'7" 121 LBS



LULU VALENTINE
5'2" 108 LBS



RAGING RIVERA
5'9" 153 LBS



JET "IRON" CHIN
5'8" 148 LBS



MAMA TUA
6'0" 400 LBS



JOHNNY BLOOD
6'2" 231 LBS



ROBOX RESE 4
5'9" 150 LBS



JOEY T
6'4" 287 LBS



Stick and Move

Your basic attack arsenal includes left- and right-handed jabs, low blows and uppercuts. When on the defensive, you can duck, block high or low or evade. In addition, each boxer has three combo moves that will unleash a fast flurry of fists.



B-E A-G-G-R-E-S-S-I-V-E

Deal out damage by spelling R-U-M-B-L-E during a match. You'll earn letters by landing solid hits or taunting an opponent. When activated, the Rumble option lets you clobber boxers with powerful blows. Spell "rumble" three times in a match to knock a fighter out of the ring.



Options A'Plenty

Championship Mode lets you train a boxer, as well as participate in Title or Prize Fights. Title Fight wins will move you up in the rankings, while Prize Fights are just for cash. You'll earn $2,000 for a Prize Fight win, but you can lay bets on the outcome, as well.



Rumble Pad Punching

Training on the Rumble Pads will improve your fighter's Speed. The pads open up one by one, and you must press the corresponding button to hit them. As you move up in rank, the pads begin to open at a faster pace. Pad drills are an easy way to beef up a boxer.



Speed Bag Bopping

A round with the Speed Bag will increase both your Strength and Speed ratings. The secret is to establish a steady rhythm, using straight punches and hooks in a left-right pattern. Knock the bag against the ceiling for extra points.



Weight Lifting

Pump iron to beef up. Alternate pressing and holding the A and B Buttons to lift weights. You want the dumbbell indicator to stop in the middle of the green bars on either side of the screen, so release it when you are almost to the top of the blue bar.



DODGE BALL FOR ALL



Known as the sport of crazed gym teachers and playground bullies, dodge ball is now open to all thanks to Atlus's Super Dodge Ball Advance. The game is set in a future where dodge ball is the world's most popular sport. You control a hungry rookie team, but to claim the championship you must beat teams from nine countries and four superstar dream teams. All this combined with one of the best multiplayer modes of the GBA's rookie season results in a game for the ages.



DODGE THIS

Winning requires more than strong arms and good aim—there's a hefty element of strategy involved. You must decide which team members to use, where to place them and how to use them most effectively on the court. Some teams are big and slow, while others are speedy but frail. Experiment to discover which style you like best.



Taking a Team

Pick a team from one of ten countries, including Japan, Canada, Korea and the USA. In addition to having players with unique stats and Super Throws, every team has it own home court, which has a different background and musical theme.



Switcheroo

You can set a team in many formations. The default puts two players toward the court's front and two toward the rear, but putting three toward the rear is also a good strategy. You can tinker with court surfaces, difficulty settings and offensive strategies.

Duck, Catch and Throw





To duck, press the A Button just before the ball hits your player. To catch the ball, press the B Button. Opponents often stray over the center line after making a throw. If you get the ball while they are still on your side, unleash a quick throw to make them eat rubber.



Know Your Role

Each of your teammates is rated in 10 individual categories. Players with high Stamina make good infielders, while those with powerful Super Throws are excellent outfielders. You'll need to spend time examining team member's attributes before facing other teams.



Satellite of Love

Super Throws are the heart and soul of Super Dodge Ball Advance. The titanic tosses cause mulptiple balls to richochet around the screen and mammoth meteor shots to drop from space. Each player has his or her own specialty throw.



Dash and Bash

The most important move is the Dash Jump. Double-tap the Control Pad to run, then press the A and B Buttons simultaneously to jump. Once in the air, press B again to perform a Super Throw. Press A and B at the jump's apex to pull off a Super Flip.

Moving On Up



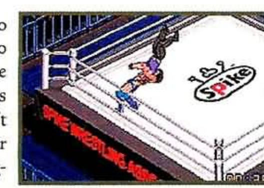


You can challenge teams in any order you choose, so if you want to climb in the ranks quickly, call out the number one squad right away. Your manager, the eerily noseless woman shown above, will track your progress and dish out words of encouragement.

PIN TO WIN

©2001 Spike/Vaill

American audiences might not know Fire Pro Wrestling, but in Japan the games have no equal. Widely considered the cream of the wrestling crop, the series boasts over 23 titles on different systems. And while it doesn't include familiar characters like The Rock or Hulk Hogan, the depth of the game is staggering. Six different modes of play, dozens of selectable rules, an exhaustive create-a-player mode and over 150 grapplers make Spike's Fire Pro Wrestling one of the biggest GBA games available.





ON THE MAT

It's easy to become overwhelmed by Fire Pro Wrestling's mammoth slew of options. Start out with an Exhibition Match to learn the ropes, then check out the other modes once you're comfortable with the controls, which take a bit of practice.



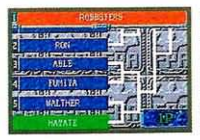
Modus Operandi

There are six modes of play: Exhibition, Tournament, League, Elimination, Survival and Audience. League play lets you choose up to 64 wrestlers for your team, while Audience makes you gain the crowd's approval before recording a victory.



Twist and Shout

The animation is incredibly life-like, and characters perform moves with surprising grace. The A Button is your standard attack, the B Button is a stronger attack and A and B together unleash a powerful special move, like spitting green ooze across the ring.



The Bigger Dance

Tournaments contain up to 16 different brawlers. Once in a tournament, be it solo or tag team, you can customize it to your heart's content. You can vary the length of the match, where it takes place, who referees the contest and what music you'll hear as you brawl.



A League of Their Own

If you chose to play with a full 64-man league, the list of match-ups can get a little hairy. To get a taste of inter-league skirmishes, set up a league with the minimum four wrestlers. All information is saved directly to the game—no passwords are required.



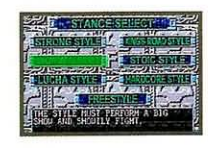
Elimination Mode

Elimination mode is a five on five battle royale that uses either a premade or customized team. You can play three different styles: Tournament, where winning wrestlers advance until only one team is left; League, where wrestlers fight in order of appearance; or Random.



Camera Contortions

The camera angle takes a bit of getting used to, but after a few matches it becomes second nature. Your fighter can climb turnbuckles, bounce off the ropes or even leave the ring during the course of a match.



Points for Style

To win an Audience Match, you must fight your opponent with a single fighting style. There are 23 offensive and 13 defensive styles available when creating a wrestler, not to mention a number of special skills, but you choose from only seven in an Audience Match.

Create a Combatant



We'd need another page just to list all the details of the Create-A-Wrestler Mode, but suffice it to say, it's as detailed as any wrestling game out there. For example, there are a mind-boggling 341 different faces to choose from!

RACE THROUGH SPACE



In the distant future, Earth has been invaded by a malevolent alien force known only as the Iridion. As the pilot of an experimental intergalactic SHN-Fighter, you are humanity's last chance to eliminate the Iridion scourge once and for all. Soar through seven of the most beautiful stages you've ever seen in a game while battling wave after wave of alien lifeforms, spacecraft and bosses in a quest to save the world from extinction.



SPEED DEMONS

Iridion 3-D is not for those who like their games to unfold at a leisurely pace—the action is fast and furious from the word go. You'll need all of your dexterity and cunning just to survive.



Item Identification

Though you'll spend a good portion of your time dodging enemy fire, give your foes something to think about by collecting weapon upgrades. Some of the powerful blasters will cause decent damage, but don't expect massive artillery in the vein of R-Type.



Blaster Master

Your craft has four types of lasers—red, green, purple and gold—and you must power up with the same color or begin anew. If you get three red power-ups, you'll fire three red lasers, but if you then get a green power-up, you'll revert to the weakest green laser.

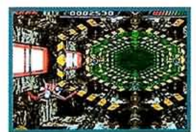


Expended Energy

It's impossible to avoid damage, so energy-restoring power-ups are of vital importance. Look for the shimmering multi-colored icons near the end of stages or after a particularly tough round of fighting. Collecting items will also increase your total score.

FIGHT IN FLIGHT

The seven different worlds of Iridion 3-D feature lush backgrounds and are rendered in incredible detail. You'll get a password after finishing a stage, and entering it will start you at the beginning of the next stage with as many lives as you had.



Shields Up

Shiny green shields block your progress in the first stage. To eliminate the barriers, shoot the four generator devices. There is one device on each side of the shield, so you will need to hug the walls and work quickly.



Tilting at Windmills

Near the end of Stage One, you'll encounter a large, spinning propeller. You'll need to use careful timing to fly through a gap in the blades. It's possible to destroy it by shooting at the center hub, but you must be accurate and more than a little lucky.



A Watery Grave

Beware of the floating mines in the second stage. They will explode as you fly over them, shooting a huge geyser of water high into the air. Hug the ocean surface and fly to the left or right of the mines to avoid damaging your craft.



The Refusor Boss



The Stage One boss is a spinning whirligig called the Refusor. Wait for its middle section to open up, then blast it. You'll need to move as soon as the middle closes to avoid being hit by laser fire. It takes about 30 hits to send the Refusor to the trash heap.

MOTOR MADNESS

One of the most popular racing series ever to hit the video game world comes to the palm of your hand with the release of Kemco's Top Gear GT Championship for the GBA. Sticklers for realism, the designers of Top Gear GT Championship have included 6 tracks straight from the All Japan Grand Touring Car circuit, as well as 22 automobiles based on actual entrants. They also included three modes of play, the ability to change every aspect of your car's performance and a great track editor.





START YOUR ENGINES

To jump right into the action, chose the Quick Race option at the Main Select menu. Once in Quick Race Mode, you can drive a single course, race against a friend (or three) or design the twists and turns of your very own track.



Take a Track

You have six different tracks on which to race, as well as the option to build your own dream course. Your building options are limited at first, but different track pieces are unlockable in Championship Mode.



Choose a Car

You can pick from only six cars initially, but more are unlockable in Championship Mode. Pay special attention to the car's Max Power, Max Torque and Weight Ratings. You'll want an auto with lots of power and torque, but if it's too heavy, the car will bog down in the turns.



Grab Your Gear

Finally, you must modify your car's parts. Medium is the default setting, and it works well while you're getting used to the game. Once you're confident, experiment with different combinations of equipment to see what works best for particular courses and weather settings.

BE A CHAMPION

Championship Mode is where the true racing fiends are separated from Sunday drivers. You can race for up to 10 years with a single driver, and you must win first place in the highest GT 500 class to defeat the game. Points earned are tracked through the seasons.



Test Your Might

Before starting a race, you must prove you belong on the course. Your qualifying time is used to determine your starting position, so a fast time is critical. You can also take a free run of the course before attempting to qualify for the race.



Time to Go

Your qualifying times are listed alongside the other racers'—giving you a good idea of how much practice you need. Don't worry if you start in the back of the pack. You can use a straightaway to pass other drivers, but don't hit them or you'll lose momentum.



Need for Speed

Look for the warning arrows that appear above your car during the race. Light green arrows show a slow, gradual curve, yellow arrows represent a medium curve and red arrows signify a wickedly sharp turn just ahead.



Winner Takes All

If you win the race, you'll get a fine-looking gold cup as well as a bunch of points. You need to earn plenty of points to advance to the next season and unlock goodies, so finishing in the top three is always your goal.



The Next Level

You'll need to save your data after each successful race. You can also race with up to three other players—you'll need a copy of the game for each participant and enough Game Link Cables to hook everyone together.

SWING INTO ACTION

Crawl, punch and swing your way to the top in the newest superhero rumble Spiderman 2: The Sinister Six for your Game Boy Color. As Spidey, you are called upon to save a kidnapped Aunt May from the many-tentacled clutches of Doctor Octopus. All of Spider-Man's powers are yours to use, including the ability to cling to walls, super strength, super speed, web-slinging and more. Spider-Man 2 contains game play that's nearly identical to its N64 cousin, with superb graphics and sound rounding out an impressive new title.





SURF THE WEB

You'll need more than courage to survive your quest, as Doctor Octopus, The Vulture, The Scorpion and more will do their best to stop you cold. Luckily, Spider-Man 2 has three difficulty settings, so beginners and experts alike will feel right at home.



All Tied Up

To fire a clingy ball of webbing, press B and then A. You have a limited amount of the sticky stuff, but you can earn extra web fluid by collecting icons scattered throughout the levels. The amount of extra fluid depends on your difficulty setting.



Swing, Swing, Swing

Soar through the skies like a radioactive Tarzan with the Web Swing. To fly on a web, jump in the air then press the A Button twice, holding it the second time. You can use the Web Swing any time you're off the ground, even if you don't see a surface to attach to.



Thump a Chump

The Sinister Six hired lots of rough-and-tumble henchmen to impede your progress, but most of them are a little slow on the uptake. Use your wall clinging talents to sneak up on unsuspecting baddies. To review the current mission, press the Select Button.



Sewer Rats

Always explore every inch of a level—the areas are fairly big, and you'll need to collect all the Web Fluid, Spidey Lives and Health Blasts that you can. You can also find hidden tunnels by climbing up walls or running into seemingly solid barriers.



Duck and Run

He's not called the "web crawler" for nothing. To make Spidey slink on his belly, press Down on the Control Pad. You can still attack from this position, which makes it a great way to take out gun-wielding baddies, but you can't fire any webs.

Mysterio Appearios



To beat Mysterio, wait until he fires a blue ball of energy. The ball will turn into a second Mysterio, who will also shoot at you. Use a web on the second one, then run close and punch him. You must avoid the energy that both Mysterios use, so either leap over it or cling to the girder overhead.



A Window Watcher

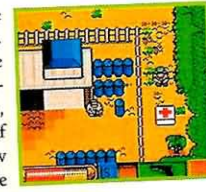
Look out for open windows, as enemies will often pop out of them and attack. Some levels require you to collect items, such as keys. If you get stuck, attack enemies both above and below you. One of them will usually have the item you need.



Secure the Armor

Sometimes you'll find a surprise hidden in a level. The silver Spidey Armor will make you invincible for a short period of time, and also increase the amount of damage you deal out. Look for it in out-of-the-way places like ledges and tunnels.

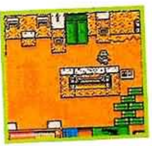
TIME OUT OF MIND



Hands of Time, the latest offering from Titus, is one of the more unusual GBC games in recent memory. Propelled along by a bizarre plotline involving time travel, purple tentacles and lots and lots of white-clad scientists, the game blends shoot-em-up action, item collection and puzzle solving. Though Hands of Time has some problems, like a maddeningly slow normal walking speed and an almost unreadable font, the puzzles are clever and the title is worth a look for players who enjoy atypical gaming experiences.

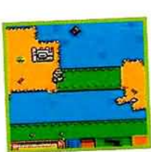






Search for Stuff

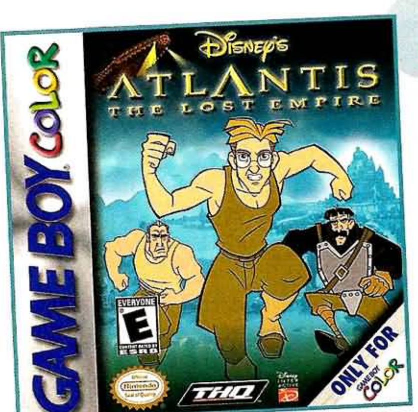
Important items are scattered throughout the levels, and you'll usually need to open one area to retrieve an item that allows you to enter the next area. To move faster, double-tap the Control Pad.



Mission: Ambiguous

You won't get help from HQ when it comes to figuring out your mission. Pay attention to any information that soldiers or peasants hand out, and make sure that you explore every nook and cranny. Press Select to bring up a map.

ATLANTIS ARISEN



Based on the animated Disney movie of the same name, THQ's Atlantis: The Lost Empire is a fun trek through the deep blue sea. Though it's not the most strenuous of challenges for experienced gamers, its 14 large levels and wide variety of game play should keep almost every player coming back for more. Switch between five characters—each with a distinctive array of talents—drive submarines, fly hot-air balloons and more as you search for the most precious treasure of all time, the lost civilization of Atlantis.





Stop and Swap





Up to five characters are available in each level. You can swap characters and save your progress whenever you find a radio.

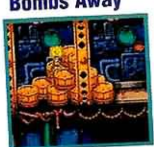
You Got Skillz





Each character has a special skill that you must use somewhere in the level. For example, Audrey Ramirez can build and repair complex machinery, such as helicopters.

Bombs Away





To use a character's skill, simply press Up on the Control Pad once you're within range of the target. Vinny Santorini, pictured above, is a master of demolitions.



NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES JUNE 2001

THE LEGEND OF ZELDA: ORACLE OF AGES

5

Time flies when you're having fun.

The companion adventure to Oracle of Seasons, Oracle of Ages spans 400 years instead of its partner Pak's four seasons. While both games are interactive (by using a password you earn in one game, you can unlock loads of minigames, items, crossover story elements and a ridiculously difficult bonus dungeon in the other game), the two adventures are very separate experiences. Oracle of Ages trumps the other game in the puzzle department, boasting more and trickier stumpers. You'll rely on your wits more than your sword in the eight crafty dungeons, though you'll do a fair amount of fighting, too.

As far as looks and sound go, Oracle of Ages is on par with Link's Awakening, while its design is far more complex. Link must travel between the present and past, and the landscape varies between the two ages. By manipulating the lay of the land with your time-traveling powers, you'll be able to warp past dead-ends by finding access roads in another time. Through convoluted navigation, you'll be able to reach the game's many tricky destinations, and all of the adventure's devious layouts make Oracle of Ages a Zelda game that no adventure fan should be without.

COMMENTS: Chris—I have to consider this game to be one of the best ever for Game Boy Color. Its depth and complexity will not soon be rivaled. Jason—More fun, difficult and satisfying than Oracle of Seasons, which says a lot considering Oracle of Seasons is a worthwhile, five-star game in its own right. Drew—Accomplishing everything in both games will be grueling (but you'll have fun doing it). Andy—Nothing humbles a player like a Zelda game. I had to use the Player's Guide just to get through the second dungeon.

- Nintendo/8 Megabits
- 1 player
- GBC exclusive
- Game Link compatible
- 8 dungeons

ANDY ★★★★★
CHRIS ★★★★★
DREW ★★★★★
GEORGE ★★★★★
JASON ★★★★★

EVERYONE E — Mild violence.
CONTENT RATED BY ESRB

RAYMAN ADVANCE

4½

What he lacks in limbs he makes up for in fun.



Ubi Soft's original, million-selling Rayman resurfaces on GBA in a drop-dead, 60-level stunner that's an impressive display of the GBA's power. Every pixel in every lavishly illustrated scene seems to sparkle with artistic electricity, and the lush, surreal graphics are only a small part of what makes Rayman a game worth getting. Beyond the surface—which is truly superb—Rayman Advance features lightning-fast action and tricky layouts that require fine-tuned reflexes. The excellent play control makes manipulating Rayman a breeze, whether you're hovering with his helicopter hair to escape rising flood water, piloting a giant mosquito through a gauntlet of enemies or careening like a roller-coaster down a series of ramps. It may not be a wildly original side-scroller, but it's wildly fun and surely one of the more difficult and challenging platformers to come out in a while. The game plays as well as it looks, so take a peek at the jaw-dropping screen shots below for a glimpse into just how much fun Rayman can be.

- Ubi Soft/64 Megabits
- 1 player
- 60 levels

COMMENTS: Jill—Who needs arms and legs to have a good time? Cute, great graphics and some original obstacles make this game fun. Drew—It's almost exactly the same as the original—an amazing accomplishment for a handheld game. It may be the best looking of the GBA launch titles, plus it's a blast to play. George—A very beautiful game with a lot of color, big characters and smooth animation. It looks like a cartoon. Since all of the art elements compete for your attention, it's sometimes difficult to tell what is in the background and what you can actually interact with. Jenni—This is about as good as platform games get on GBA—at least so far.









F-ZERO MAXIMUM VELOCITY

4

The future of racing goes to the max.



The original F-ZERO for the Super NES was all about speed, and the GBA version of the white-knuckle racer doesn't quite match the Mach of the original, but it still pulls down some serious g's. F-ZERO Maximum Velocity's 21 all-new tracks will have you swerving around hairpin turns, flying off jumps and veering around road hazards. Of all the GBA racing games reviewed this month, Maximum Velocity stays ahead of the pack by being the fastest and most challenging exhibition of speed. The game rolls out smoothly and sports tight handling, and its CPU racers pose some pretty stiff and vicious competition. Or you could race against your friends using the cool four-player Game Link feature. Either way, the game is a rush and a definite must for racing fans.

- Nintendo/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (multi- and single Game Pak options available)

COMMENTS:
George—F-ZERO Maximum Velocity perfectly translates the game play of the Super NES classic to the Game Boy Advance, taking advantage of the system's processing speed to display updated graphics at incredible speed. It's got the whole package—responsive control, lots of track elements, like jump plates and ice, and very smooth action. Jenni—It's a good-looking little racing game with decent controls, but the music is a little future-goofball and the cars don't seem very different from each other. Alan—Racing fans will love it, though the sense of extreme, mind-bending speed that made the Super NES version so amazing doesn't quite translate to the GBA. Drew—Maximum Velocity is good enough to be considered the definitive version of F-ZERO. Chris—It's too bad it's too much like the original, but even F-ZERO X showed that there's not a lot to build on to this game. Also, once the driving concepts are nailed down, the game gets pretty easy.











PINOBEE: WINGS OF ADVENTURE

4

Bee all that you can bee.

Believe the good buzz on this bee. Pinobee retools the story of Pinocchio, with the lead role going to a robotic bee who dreams of finding a heart so he can become a real insect. The game's heart is its platform-style action, but Activision has cleverly presented the setup in a refreshing, new way—instead of stair-stepping your way up tiers of floors, much of your side-scrolling journey takes place in the air. Pinobee has limited flying ability, so he can dash horizontally or vertically in space for only a few short stretches at a time. While not wasting your wings' scarce Dash power, you must figure out how to zigzag through the sky efficiently so you can fly to secluded areas where you'll find dozens of power-ups that can improve your abilities.

Far from a generic platformer, Pinobee soars with new takes on the side-scrolling genre, including the addition of collectibles that actually mean something—such as the elusive Golden Bug that you can defeat to make the enemies in the following level a tad bit easier to battle. Pinobee's diary entries, which cap each level, are also inspired flourishes, progressing the story nicely while also adding plenty of charm to the game. Topped off with snappy music, crisp sound, radiant graphics and levels that demand second visits once you're able to fly to new heights, Pinobee is a platformer that reaches for the sky and delivers. It's one fun side-scroller that's as sweet as honey.



COMMENTS: Jenni—Pinobee is a solid platform-style game with enough innovative twists on the tried-and-true formula to keep players interested. It looks great, it plays great and it's only on Game Boy Advance. That's the GBA difference!

- Activision/64 Megabits
- 1 player
- Game Link compatible (multiple Game Paks required)

GEORGE
JENNI
JILL
OLIVER
SONJA

EVERYONE
E
CONTENT RATED BY ESRB

SUPER DODGE BALL ADVANCE

4

For multiplayer action, Atlus is right on the ball.

In gym class, dodge ball can be a traumatic experience. As a video game, it's pure, twisted fun. If you're a seasoned gamer, you probably have fond memories of Super Dodge Ball for the NES, one of the most irresistible multiplayer games of its day. The knock-down fun still holds up in Atlus's colorful update, Super Dodge Ball Advance, and after one round in the human shooting gallery, the kooky appeal of the game will hit you right between the eyes like an on-target ball jettisoned by the school jock.

SDBA's action is frantic and armed to the teeth with cool ways to pelt your opponents. By using button combos, you can hurl gravity-defying pitches like the Snake Shot, Pause Shot, Sidewinder or Multi-shot. For control freaks, SDBA boasts a locker room full of options and player particulars that you can micromanage, including team formation, agility and toughness. Vibrant graphics, bouncy tunes and tight controls round out a great package, which is especially recommended for its two-player action. If an in-your-face, wham-bam multiplayer riot is what you're after, SDBA is one Pak you won't want to dodge.



- Atlus/32 Megabits
- 1 to 2 players simultaneously
- Game Link compatible (multiple Game Paks required)

COMMENTS: Alan—It has enough strategy elements to make it deeper than most sports titles. George—There's not a lot to it, but it is well made with fun, stylized graphics and good play control. Drew—Every lazy P.E. teacher knows you can keep a bunch of children happy by handing them a pile of rubber balls and letting nature take its course. If you don't enjoy smacking opponents in the head with rubber balls in front of an audience of pandas, then you just don't know how to have fun. Jill—One of the best new games for Game Boy Advance.









KONAMI KRAZY RACERS

3½

Kalling all kars! Kool kart racing is koming!



- Konami/32 Megabits
- 1 or 2 players simultaneously
- Game Link compatible (multiple Game Paks required)

Though most go-cart game fans associate the high-speed silliness with Mario Kart, Konami hits the well-traveled road to roll out its own all-star kart racer. Of course, the term "all-star" is used loosely, since most of Konami's characters haven't even appeared in North America. Goemon the Mystical Ninja, Castlevania's Dracula and a few no-name stars hit the wacky roads in loony locales like outer space and lava beds to compete in a speedy search for goodies—like missiles and hole diggers—and coins good for boosting the strength of power-ups. Jumps and boosts dot the 16 obstacle-filled roadways, and your bouncy car's responsive steering and ability to hop will make navigating a bit more manageable, if not altogether "krazy."

To keep the race interesting, you must compete for a new license after completing each four-race circuit. By clearing a Time Attack speed trial and a one-on-one race, you'll be able to unlock a new circuit. You'll also receive new hints and info in your "e-mail" box, which appears on the game's fun Windows-style computer menu. The cute setup, characters and backdrops make your road trip a fun one, and the winding tracks and persistent competitors will remind you that cute can be challenging, too.

COMMENTS: Alan—Why is Mario's hair blue? Oh, wait. I'm not playing Mario Kart after all, but I might as well be. George—Character obscurity aside, the game is a decent Mario Kart-style racer. Drew—There isn't a lot of variety in the courses, despite their cosmetic differences. Sonja—The graphics are good and two-player mode is fun—especially Battle Mode. I dig the soundtrack.







SUPER MARIO ADVANCE

3½

Mario Bros. and Super Mario Bros. 2 advance onto GBA.



- Nintendo/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (multi- and single Game Pak options available)

One of the coolest features of the GBA is its four-player capability, and that multiplayer perk is what really makes Super Mario Advance shine. SMA features two classic Mario hits in one, and the multiplayer half of the game is an update of the arcade classic, Mario Bros. Up to four players can link their GBAs and Super Mario Advance cartridges to play simultaneously and cooperate, clearing arenas by punching floors to topple enemies that are walking on them. Cooler yet, if only one player has Super Mario Advance plugged into a GBA, the other players can link their empty GBAs to it to compete in a Battle Mode version of Mario Bros. set in a single arena.

For solo adventurers, Super Mario Advance dusts off the NES adventure, Super Mario Bros. 2. While the SMB2 portion of Super Mario Advance hardly maximizes the Game Boy Advance's potential (the improved graphics don't quite reach the level of some other GBA graphics), the game's classic hop-and-bop action provides reliable fun. The adventure half of SMA is considerably better than your average side-scroller, and it's definitely a fun diversion for players who are taking a break from the superior, multiplayer bliss of four-player Mario Bros.

COMMENTS: Chris—The game play is true to the original, and the character voices are nice additions. Drew—Primitive by comparison to Rayman. Alan—Why remake SMB2 when SMB3 is an infinitely better game? Yawn. Mario Bros. on the other hand is a fine piece of work, adding an extra star to SMA's score. Andy—There are enough added features to make the experience seem new. Four-player mode is the way to play.









EARTHWORM JIM



3

Lock up the cows! Earthworm Jim is back!

Before the recent spread of mad cow disease, Earthworm Jim was busy taking his toll on unsuspecting video game bovines. The first outbreak of EWJ madness appeared in 1994 when Majesco debuted the superworm's rude, crude and ridiculous side-scroller for the Super NES. Variety was his trademark, and while firing your blasters and harassing cows were standard objectives, how and where you'd perform those tasks would vary.

The GBA version faithfully brings back the game in all its off-kilter glory, and gamers who are easily bored will find plenty of varied busywork in EWJ's seven-stage adventure. Armed with a couple of blasters loaded with limited ammo, you'll jump on ledges, dangle from cables and ride a hamster, rocket and sub. The play control could use a little fine tuning since well-timed jumps are the order of the day in the game. The cheesy, thumping music is almost as grating—but then so is the over-the-top 'tude of the game. Cows. Snot. A level called "Buttville." EWJ's standard hop-and-collect action gussied up with irreverent humor isn't quite as clever as it wants to be, but it's not a bad ride, either. Big fans of the worm, side-scrollers or offbeat jokes will get the most out of the game.

- Majesco/64 Megabits
- 1 player
- 7 stages

COMMENTS: Chris—The game is still obnoxious, both in game play and failed humor. Sonja—It's a classic, and you've got to love a game with psycho puppies. It's a little tough to see on the GBA, though. A little more brightness would have been a good idea. Oliver—Too much character, not enough solid game play. Alan—Sure, the bosses are predictable and it feels dated, but you ride a hamster!



EVERYONE Mild violence.

E

CONTENT RATED BY ESRB





PITFALL: THE MAYAN ADVENTURE



3

Adventuring in the jungle is going to get a little Harry.

In the early '80s, Activision debuted Pitfall, and it was one of the most innovative games that Atari 2600 fans had ever seen. The game's Indiana Jones-inspired hero, Pitfall Harry, has starred in a string of sequels since his auspicious debut, but they've never been as revolutionary as the original. The Mayan Adventure, starring Harry's son, Pitfall Harry Jr., is no exception, though the run-of-the-mill side-scroller (based on a Super NES game) is still a reasonably fun romp in the jungle.

Pitfall Harry Jr. has plenty of ways to navigate the landscape, whether he's bouncing off spider webs or swinging like Tarzan. The game's strong suit is its variety, and it gives Harry Jr. plenty of funny animations (he flails wildly when springing from bungee vines and performs levitating yoga when you take extended breaks). You'll have lots of moves to use, too, but mastering them is an adventure in itself. Among other things, Harry lacks the grace of fellow jungle explorer, Lara Croft, and his clumsy controls will have you falling out of trees and accidentally bumping into monkeys more often than any person should ever be allowed. Then again, it's a jungle out there, and Mayan Adventure provides plenty of campy, old-school, chest-beating action.

- Majesco/32 Megabits
- 1 player
- 11 Levels

COMMENTS: Jenni—In many places, it feels like good ol' Pitfall, which is nice. Jill—There are some exciting moves, but the graphics aren't as nice as most other GBA games. Alan—The play control is horrid. Your most powerful weapons are activated by pressing L and Select simultaneously, but pressing Select also allows you to cycle through your weapons. So, when you activate a weapon, you often end up cycling to the next weapon in line. Wha? Whaaaa?



EVERYONE Mild violence.





ALSO PLAYING THIS MONTH

IRIDION 3-D
- Majesco/32 Megabits
- 1 player
- 7 stages

For fans of shoot-'em-up action, Iridion 3-D hits the bull's-eye. Majesco's sleek and gorgeous space shooter blasts ahead at warp speed with simplistic, intergalactic arcade action a la StarFox. While the behind-the-ship view makes it difficult to spot incoming enemies, everything else about the game looks out-of-this-world. But don't let your eyes wander—you'll need to keep your sights fixed on the smart dogfighters and ballistic bosses.



Rating: 3½

READY 2 RUMBLE BOXING ROUND 2
- Midway/32 Megabits
- 1 player
- 11 boxers



Midway's palooka-palooza packs a major wallop on the GBA, and fans of the series won't be disappointed. The game's a knockout, with fast, rock-'em, sock-'em action and funky, top-notch tunes, animation and voices. Despite the fun training exercises—like reflex-testing minigames—and a wide variety of hooks and jabs, some gamers will find the slugfest to be a bit limiting. If you dig boxing, though, take a swing at Round 2, because it stings like a bee.



Rating: 2½

TOP GEAR GT CHAMPIONSHIP
- Kemco/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (multiple Game Paks required)

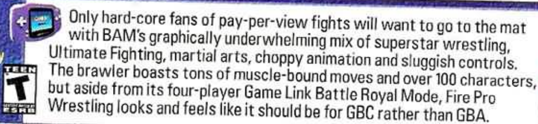


Kemco's Top Gear series is for drivers who love to tinker with options and vehicles. In GT Championship, racers get to monkey with everything from the 22 cars' handling and dynamics to the weather and lay of the land. All of the tracks are long (an average lap can take two minutes), but it's not the so-so ride or graphics that will get you revving into overdrive—it's Top Gear's primo Course Edit mode that enables you to create personalized tracks.



Rating: 2½

FIRE PRO WRESTLING
- BAM!/64 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (multiple Game Paks required)



Only hard-core fans of pay-per-view fights will want to go to the mat with BAM's graphically underwhelming mix of superstar wrestling, Ultimate Fighting, martial arts, choppy animation and sluggish controls. The brawler boasts tons of muscle-bound moves and over 100 characters, but aside from its four-player Game Link Battle Royal Mode, Fire Pro Wrestling looks and feels like it should be for GBC rather than GBA.



Rating: 1½

DISNEY'S ATLANTIS: THE LOST EMPIRE
- THQ/16 Megabits
- 1 player
- 5 playable characters



Based on Disney's animated feature, Atlantis: The Lost Empire makes a tiny splash on GBC with a jump-and-run side-scroller starring five playable characters from the movie. The action is tame, but the game really emphasizes navigation via character-switching. Each member of your crew has unique abilities, like Milo and his brainpower or Vinny and his bomb power. The game provides intermediate puzzles, and younger adventurers will get the most out of the lukewarm voyage under the sea.





Rating: 2½

KEY



ESRB RATINGS

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The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.


Early Childhood


Everyone


Teen (13+)


Mature (17+)


Adult (18+)

Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

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CHRIS:
DREW:
GEORGE:
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JILL:
OLIVER:
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TONY HAWK'S PRO SKATER 2

Tony Hawk's Pro Skater 2

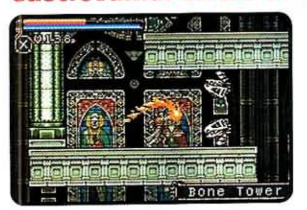


Skate or die on the Game Boy Advance and the N64 with two mad tight games called Tony Hawk's Pro Skater 2. Be with us next month to glean all the raddest info about both games with a review of Skater 2 for the GBA and a preview of Skater 2 for the N64. It's sick, dude!

E3 Wrap Up

What did we see at E3? Find out in our E3 Wrap Up in July, when we answer the question, "What happens when the NP Krew hits L.A.?" We'll have photos, impressions, testimonials, insider info and more.

Castlevania: Circle of the Moon



If you find vampire-battling to be a real pain in the neck, be sure to check out next month's NP! Our blood-curdling Castlevania: Circle of the Moon review will explain how to get Dracula down for the count!

Pokémon Crystal



Gaze into our Pokémon Crystal preview for more information on the latest Pokémon Pak. We'll foretell the future of Pokémon gaming with a glimpse at the new trainer, Battle Tower and other Crystal exclusives.

PLUS!

- MEGA MAN BATTLE NETWORK
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- LUFIA: THE LEGEND RETURNS
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